NINTENDO POWER™

July/August 1988 $3.50



Zelda – Second Quest
In-Depth Review

Baseball Roundup

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Welcome

This is our premier issue of *Nintendo Power,* the new bi-monthly magazine that's going to put more power in the hands of video game players like you than ever before.

Nintendo Power is created by video game experts for video game enthusiasts with more than 110 pages packed with in-depth tips, tricks and game reviews on all the best video games you play on your Nintendo Entertainment System®.

We've packed *Nintendo Power* full of special features like "Pak Watch" which tells you when to look for the latest, greatest hits. Get the hottest tips from the pros in "Counselors' Corner." Check "Classified Information" for the one-of-a-kind moves you can pull with certain programs like built-in continue. Find out what new video games have just been released in "Now Playing." Look at "NES Journal" for the latest news about hit arcade games like *Vindicators.* "Mailbox," "NES Achievers," "Video Spotlight," and "Top 30" are just a few more features that will keep you glued to *Nintendo Power* like Mario to a Magic Mushroom. Every issue, we will have a great big colorful poster that you can pull out and put up on the wall.

If you haven't already subscribed to get your copy of *Nintendo Power* delivered every other month, go for it! All the details you need are on pages 106-109 of this issue.

We look forward to bringing you *Nintendo Power.* You won't find it anywhere but here! This is your magazine, and we expect to hear from you and other power players with scores, tips, reviews and ideas. Now you're playing with power!

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- *The complete overworld map for the second quest of Zelda.*

FREE FOLD•OUT POSTER

1988 JULY-AUGUST







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U.S. Staff

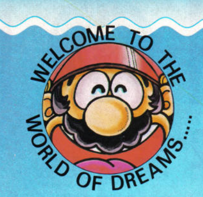
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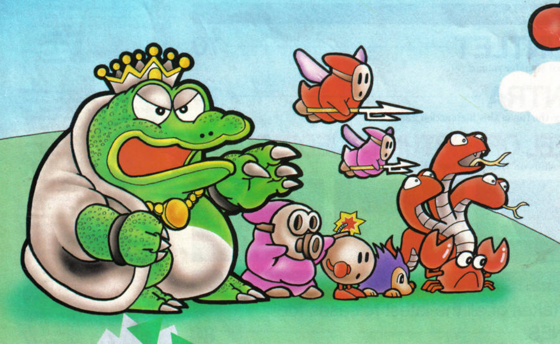
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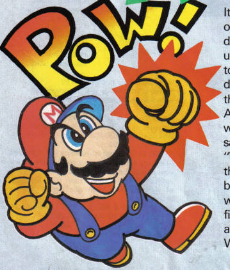
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SUPER

Mario is back in action. Are you ready to conquer seven worlds with the help of Mario and his three friends?





It all started late one night when our hero, Mario, had a very strange dream. In his dream, he climbed up a long winding stairway leading to a door. When he opened the door, he saw a world unlike anything he had ever seen before. As he peered into this wondrous world, he suddenly heard someone say in a faint and distant voice, "Welcome to the World of Dreams, the land of Sub-con. We have been waiting for you, Mario. We want you and your friends to fight against the evil ruler, Wart, and bring peace back to the World of Dreams."

CHOOSE

Each character has unique talents. Make the most of these abilities including high jumping, floating, and running.



MARIO BROS. 2™

ONE OF THESE 4 CHARACTERS

MARIO



His ability to jump is average, but he loses it a little bit when he carries an item.

LUIGI



He can spring up higher, but he greatly weakens if he has to carry an item.

TOAD



He is the worst jumper, but the weight of items does not hinder him one bit.

PRINCESS



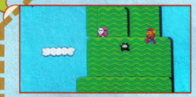
She can float in the air for about 1.5 seconds if you hold down the A button.



HOW TO PLAY

Mario, Luigi, Princess Toadstool and the Mushroom Retainer are getting deeply involved in a strange dream world where they must hop, jump, run and find vegetables. To make it through the seven worlds of Sub-con, you must learn a lot of special techniques. To play well, you must practice, practice, and practice some more! Good luck with your new adventures!

LEARN HOW TO JUMP 3 DIFFERENT WAYS



A JUMP ON THE SPOT

While Mario is motionless, press A. He can only jump up and down in one spot, and not very high. This can be helpful at times, but it's best to learn a few other tricks.

RUNNING JUMP

Press A while running, and he can jump higher than he does when he's just in one spot. It's a good way to escape enemies and get over obstacles.

POWER SQUAT JUMP

Your body flashes after you squat for a while by holding down the Control Pad. If you press "A" to jump while flashing, you can make the highest jump yet.



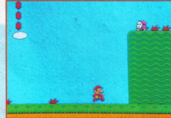




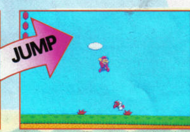
MASTER THE BASICS

RUN AND JUMP

Control the movements of your character by using a combination of A and B buttons as well as the Control Pad. If you want to jump, simply use your A button. To increase your speed and hightail it away from danger, use your "B button run." It just takes a bit of practice, and you'll have the moves down.



Without items, all the characters move at the same speed. When carrying items, each character has a different speed.



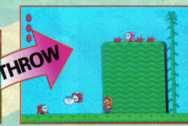
Overcome difficulties by using the three techniques you learned for jumping. Mario's motto: When in doubt, jump!

PICK UP ITEMS AND THROW THEM

Mario and his friends may be in a strange land, but they are quick to find lots of handy survival tactics. This is one strong group. And they are at their toughest when you use the B button. With the B button, they can pull up the grass, and even pick up the nastiest enemies! Try it!



You can use the majority of items you pick up along the way as weapons with which to attack the enemy.



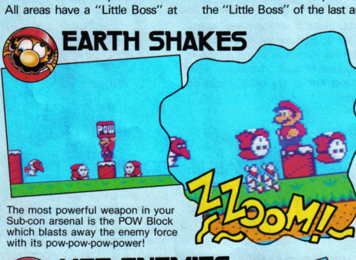
Stay right on the target and press B. Will you be able to hit the enemy?

DEFEAT YOUR ENEMIES

The World of Dreams consists of seven worlds. Each world has three areas except for the 7th. All areas have a "Little Boss" at the end. When you defeat him, you'll finish the area and you will finish each world when you defeat the "Little Boss" of the last area.

You have three chances to continue the play from the first area of the world you were last on.

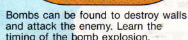
EARTH SHAKES



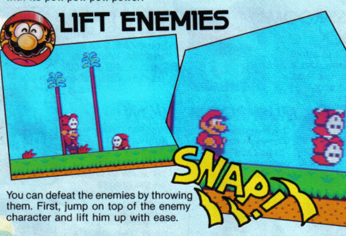
The most powerful weapon in your Sub-con arsenal is the POW Block which blasts away the enemy force with its pow-pow-pow-power!

EXPLODE!



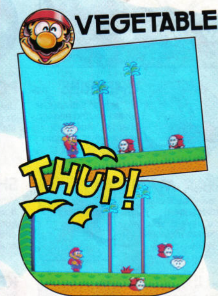

Bombs can be found to destroy walls and attack the enemy. Learn the timing of the bomb explosion.

LIFT ENEMIES



You can defeat the enemies by throwing them. First, jump on top of the enemy character and lift him up with ease.

VEGETABLE



Fight your enemies with vegetables. Simply pull them up from the ground and throw them at the bad guys.

SLIDE AND HIT!

BADOOM!

You must try to defeat as many enemies as possible while you are in hot pursuit of the Turtle Shell.

ITEMS THAT HELP MARIO AND HIS FRIENDS

As you work your way through the dangers of the World of Dreams, you will discover 16 items. Some of them help you get the best of your enemies. Others are very handy for restoring your character's life or moving the characters to more advantageous places. The appearance of items might change in each world, but the effectiveness is just the same. Be sure to check out any unfamiliar item you come across in the course of your adventures. Give it a test run to see what it can do for you.





SPROUT



This vegetable is not completely ripe yet. Which means you can only use it to attack the enemy. But to that end, it works wonders!

VEGETABLES



Ah, a ripe vegetable. You can use it to attack. And it will bring the "Stopwatch" each time you find the 5th one.

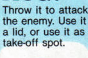
BOMB

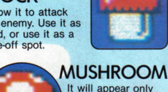


It will flash and explode within a few seconds after you pick it up. Use it mainly to destroy walls. Careful handling is a must!

STOPWATCH

An important trick is to count and re-member the exact number of vegetables you have found.



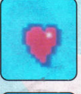


MUSHROOM BLOCK



Throw it to attack the enemy. Use it as a lid, or use it as a take-off spot.

HEART



It will appear when you defeat a lot of enemies. When you get one, you can refill your Life Meter by one.



MUSHROOM



It will appear only when you enter into "Sub-space" at a particular spot. Can you find it?

POW



You can create an earthquake by throwing it, and the earthquake will eliminate all enemies on the ground.

CHERRIES



A Star Man will appear when you find enough cherries which are scattered at random around the area.

POTION



Use the Magic Potion to go to "Sub-space." It's a cinch!

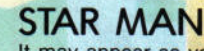
COIN



All grass you pull up in "Sub-space" will turn into Coins. Use these coins at the Bonus Chance stage.



STAR MAN



It may appear as you collect cherries. When you have it, you will become invincible for a while.



SHELLS



When you throw it, it will glide on the surface of the ground and crash into the enemy.

1-UP

This is especially helpful. Just reach out and catch it, and it will give you a new life!



KEY



You need it to unlock a door. You can also throw it to attack the enemy.

ROCKET

When you pull up grass at certain spots, rockets will appear which are capable of taking your character to different places.



KNOW YOUR ENEMIES

In Sub-con, the World of Dreams, you'll find many different and strange creatures lurking at every turn. They are the "moppets" of Wart who try in every way they can to interfere with and stop the brave Mario, Luigi, Princess Toadstool and Toad, the Mushroom Retainer.

The key to victory lies in your ability to study and learn the different strengths and weaknesses of each moppet. That way you can plan the best way to tackle him. After you learn how to beat every one of them, you can head for World 7 where Wart awaits you!





You can't switch your character until you complete the world you are on. Make your selection carefully at the beginning of each world. Some characters work better in certain worlds than in others. Get to know which character plays the best for you in each of the seven worlds.



PIDGIT
BEEZO
HOOPSTER
NINJI
TROUTER
MOUSER
PHANTO
PANSER
FLURRY
POKEY
SPARK
FRYGUY
TRYCLYDE
TWEETER
COBRAT
OSTRO
PORCUPO
BOB-OMB
CLAWGRIP
ALBATOSS

BIG BOSS— WART!!

He is the most mischievous of all the rascals in the World of Dreams. He created monsters by playing with the Dream Machine.

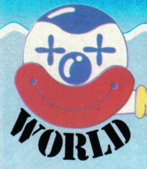


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SUPER MARIO BROS. 2 SPORTS FESTIVAL

Our four competitors are showing off their talents. Mario is the best all-around athlete. Luigi is a World Class high jumper. The Princess excels at the long jump. And tiny Toad is super strong.



READY, SET, GO!

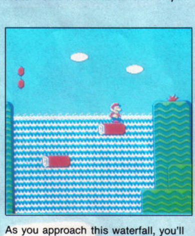
Now we'll give you some important pointers on how to tackle each area in Super Mario Bros. 2. To be on the safe side, try out each character, and get to know their movements at the very beginning of the game. Once you pass through the door below, the real fast-action fun starts. The first area will be an easy win.

START



IMPROVE YOUR JUMPING SKILLS

You'll find two places where your jumping techniques will be tested. Watch out! It will be all over if you fall into the waterfall—even if your Life Meter indicates full.



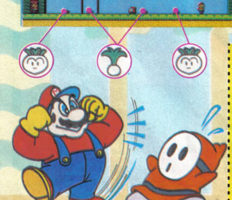
As you approach this waterfall, you'll see two logs falling at different intervals. Timing is critical. Watch your footing as you cross over to the other side.

All the characters except Mario can easily jump over this waterfall to the other side, and then find the shortcut to get to the Little Boss quickly.





SECRET HINT①



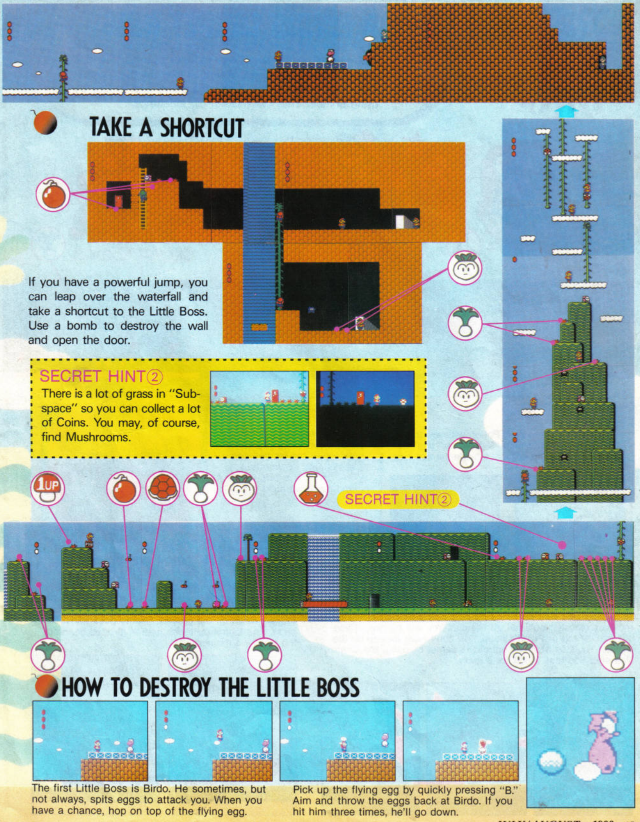
SECRET HINT①

Watch out for looming Shyguys before you enter into "Sub-space."



You can get the first Mushroom here.





TAKE A SHORTCUT

If you have a powerful jump, you can leap over the waterfall and take a shortcut to the Little Boss. Use a bomb to destroy the wall and open the door.

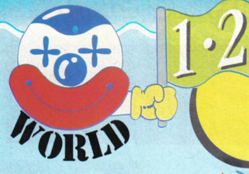
SECRET HINT②

There is a lot of grass in "Sub-space" so you can collect a lot of Coins. You may, of course, find Mushrooms.

HOW TO DESTROY THE LITTLE BOSS

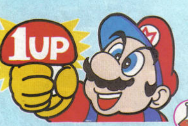
The first Little Boss is Birdo. He sometimes, but not always, spits eggs to attack you. When you have a chance, hop on top of the flying egg.

Pick up the flying egg by quickly pressing "B." Aim and throw the eggs back at Birdo. If you hit him three times, he'll go down.



A FLYING CARPET RIDE

Right after you start your adventure in this area, you will find yourself in the sky. Consider your options. There is only one smart way to go. You must take the flying carpet away from Pidgit. Later, when the going gets tough, try using bombs. They will make a big difference.





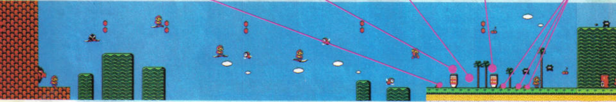






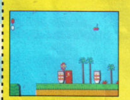
SECRET HINT①

SECRET ROOM②



SECRET HINT①

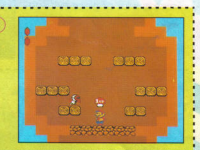
Aim and throw the Magic Potion between the two jars. Once you enter into "Sub-space," you will see the first Mushroom that's hidden in this area.





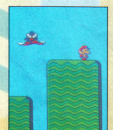
SECRET ROOM①

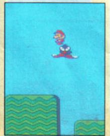
If you press the Control Pad down while you stand on top of the jar, you can easily drop down into it. You can find a 1-Up in the first jar. What luck!



RIDE ON A FLYING CARPET

Be patient and wait for Pidgit floating above in the air. If you move carelessly, you'll fall off the cliff. You will be okay if you can get on top of Pidgit's head. You don't have to land on the middle. You'll be able to control the carpet by using the Control Pad after you toss Pidgit for a loss.







HOW TO ESCAPE FROM PHANTO

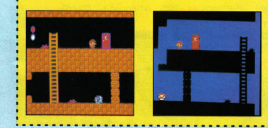
If you take the key, Phanto will come after you in hot pursuit. He will even chase you after you get out of the jar. What a nasty bad guy. Don't worry. If you put the key down on the ground, Phanto goes away. Don't press your luck in a tight situation. If need be, drop the key for a moment.





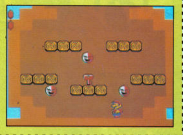
SECRET HINT②

Destroy the right wall by using two bombs. This is necessary if you are expecting to get Mushrooms, otherwise you won't find them.

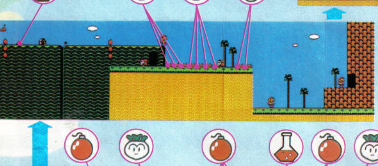


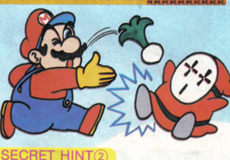
SECRET ROOM②

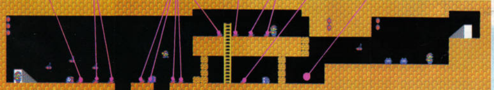
You will find a key in the second jar. It is a necessary item to keep you going. Watch out for attacks by Phanto, however, once you pick up the key.







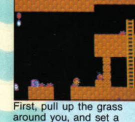






USING BOMBS EFFECTIVELY

The majority of the items you will find in the caves of this area are bombs. Use them wisely.



First, pull up the grass around you, and set a bomb where it is indicated in the picture. Stay away, and wait for the bomb to explode.



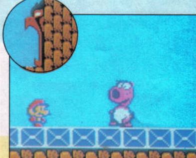
You used the first bomb and opened a hole just big enough for you to get through. Don't relax too much because a bullet from the right could hit you.



You climbed the ladder only to find another dead end to your right. Use the second bomb to make an opening.

DO THE LITTLE BOSS TOSS

The Little Boss in this area is similar to the Birdo you saw in the first area. You obviously know how to handle him. It's a sure win.





HAVE COURAGE!!

This is the last part of World 1. The area starts with a horizontal scroll, changes to a vertical scroll, and then goes back to the horizontal scroll. While in the vertical scroll, you can't open the door far below unless you get the key from the top room. Remember this while you move. Without this step you can't succeed.





SECRET HINT

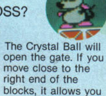
START



COME ON!!



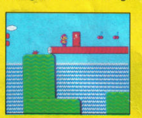
WHERE'S THE BOSS?



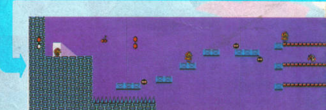
The Crystal Ball will open the gate. If you move close to the right end of the blocks, it allows you to open the gate.

SECRET HINT

You can't get this Mushroom unless you move close to the right end of the bridge and then enter "Sub-Space."



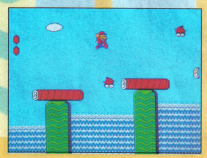




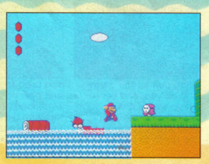
CROSS THE RIVER

Now you will encounter three consecutive log rides. Are you ready for three waterfalls in a row—with plenty of logs to keep you hopping? This is the toughest log jumping you have faced yet. And each one is more difficult than the next, so get rolling.









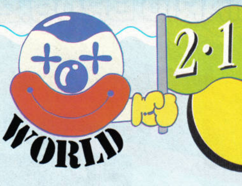


SECRET ROOM

After you get the key, keep going down while you avoid Phanto. You will find a bed of spikes at the bottom on the left. Watch out!

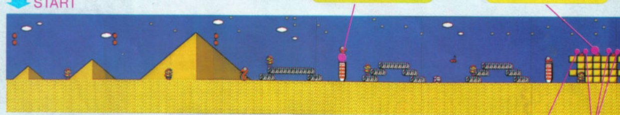
FINAL BATTLE TO CLEAR WORLD 1

It takes three bombs to put Mouser in his place. Maneuver to where you can leave the bombs on his right.



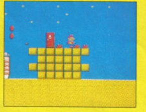
A DESERT EXPEDITION

Are you ready for quicksand? How about deep pits? You'll have to dig your way out through the sand, and it's not so easy. These are just a couple of many hair raising problems and challenges. Here's a clue to remember. Don't stop unless you have a good foothold.



SECRET HINT

Mushrooms are precious items in the tough World of Deserts. If you don't find them, you'll regret it later.







A DANGEROUS PATH



QUICKSAND

If you stop in the quicksand, you'll start to sink and lose jumping power. Just keep moving.

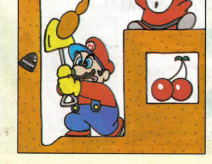


FIRE ATTACK

Panser blows fire at you to block your way. Defeat it by tossing a Shyguy at it.

OCCUPIED JAR

Cobrats live in the jars in the deserts. Watch out! They sometimes emerge from the jars to shoot bullets.

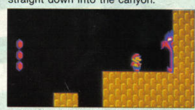


PRACTICING THE EGG TRICK





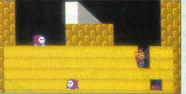
If your timing is off, and you're too late in lifting an egg, you'll fall straight down into the canyon.

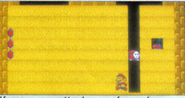


Don't relax too much after defeating Birdo. Two canyons requiring long jumps await you in front of the gate.

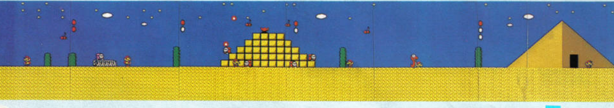


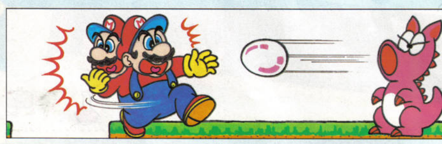
DIGGING IN THE SAND

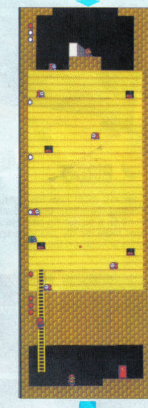

Press "B" repeatedly to dig into the soft sand and move downward. Collect cherries on your way down.


If an enemy attacks you from above, escape by moving right or left. Resume digging when possible.


Be sure to collect enough cherries to get a Star Man so that you can eliminate all your enemies.

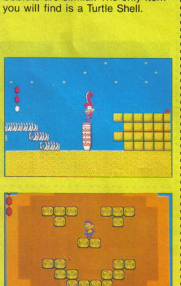




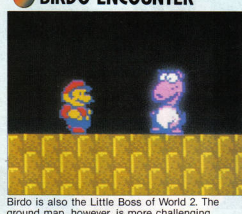


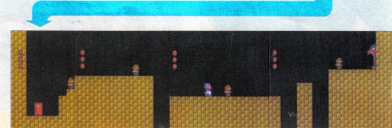
SECRET ROOM

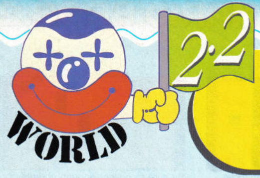
In order to enter the jars, first grab the Cobrats, and pull them out of the jar. All the jars with Cobrats are similar. The only item you will find is a Turtle Shell.



BIRDO ENCOUNTER


Birdo is also the Little Boss of World 2. The ground map, however, is more challenging.





DON'T BE DISCOURAGED!

The World of Deserts seems extremely difficult when you are not used to it. It's a continuation of World 1. However, the jars are closer together, the quicksand is faster, and you have a smaller area to move around in. If you haven't selected Toad as your character yet, now would be a good time!

START



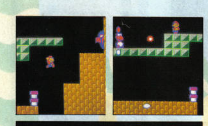


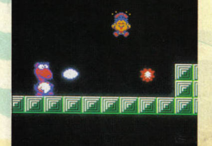
SECRET ROOM

SECRET HINT①

BIRDO

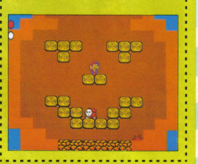
Approach Birdo from the right after crossing the valley. Use a Mushroom block as a launching pad. He spits eggs more rapidly and even spits fireballs between the eggs!





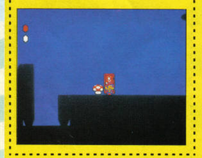
SECRET ROOM

The inside of most jars is the same. Once you get in a jar, the enemies outside will reposition themselves, and the ones you defeated before will return.



SECRET HINT①

Here's one of your favorite items to the rescue! Mushrooms will do the best job of helping you—even better than Coins in this tough area. Be sure to find them.



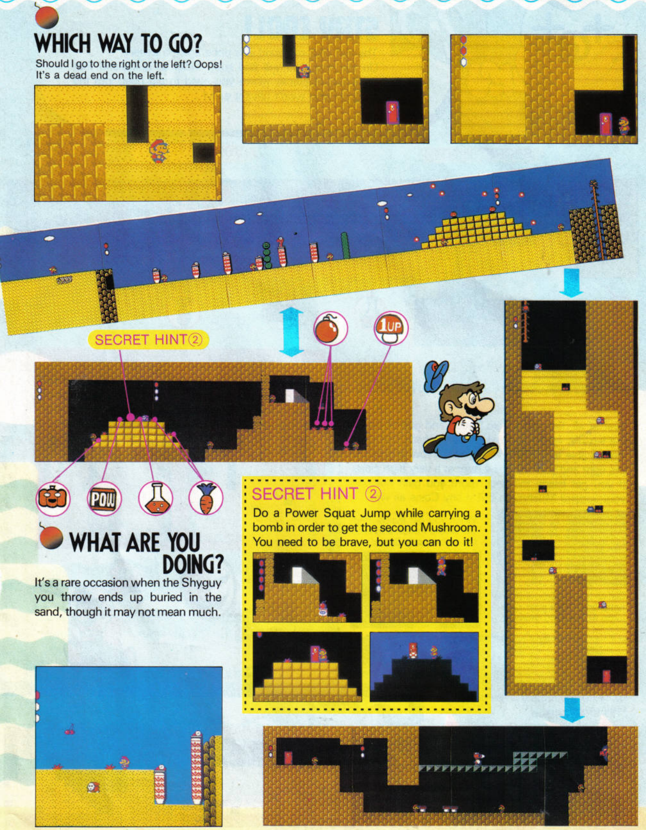
SOON YOU'LL BE ON YOUR OWN!

Defeat Birdo, and go to the last area of World 2. We wish you great success in your adventure ahead.



WHICH WAY TO GO?

Should I go to the right or the left? Oops! It's a dead end on the left.



SECRET HINT ②

Do a Power Squat Jump while carrying a bomb in order to get the second Mushroom. You need to be brave, but you can do it!

WHAT ARE YOU DOING?

It's a rare occasion when the Shyguy you throw ends up buried in the sand, though it may not mean much.

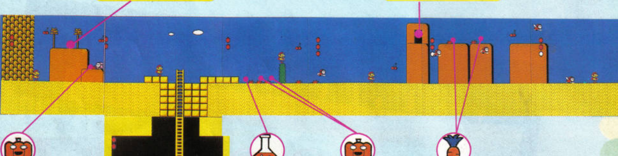


STAY COOL!

The last area of World 2 is once again a desert! On the map you will find such tricks as quicksand that traps you or places where you need to dig deep into the ground—you won't have it easy!

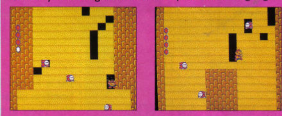


SECRET HINT②



GET DOWN AND BOOGE!

When your enemies are looking the other way, seize the opportunity to dig a couple of holes, proceed downwards. Run to the wall at the other end skillfully avoiding enemies and proceed in zigzags.



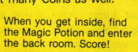
SECRET HINT① & ②

First of all, find the Magic Potion and get on top of the left hill. And if you get inside the back room you will be able to get one Mushroom. Now proceed to the right and you will find a door at a very high place. If you get inside the back room you gain not only your second Mushroom but many Coins as well.



Get on top of Beezo with one jump and make your next jump at the right moment.

When you get inside, find the Magic Potion and enter the back room. Score!

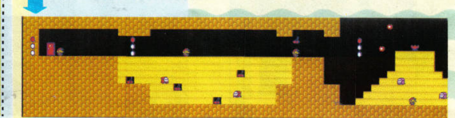


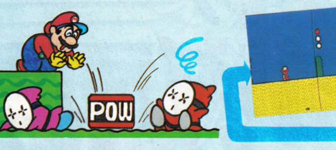


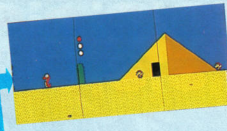
SECRET ROOM

Hurry up and fetch the key before Phanto appears.

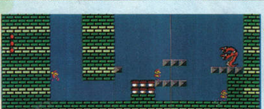












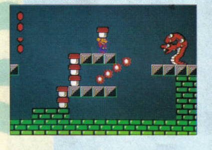
What? Oh No!!

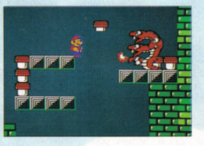
You hadn't expected to encounter a Little Boss in this area? Let's beat him real quick!

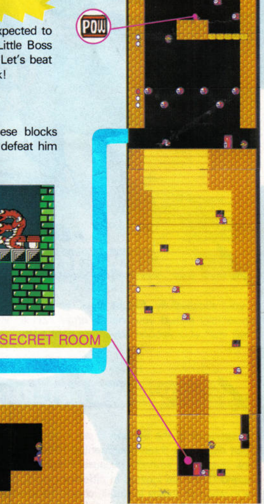


HOW TO BEAT TRYCLYDE

Triple headed Tryclyde is a powerful enemy that spits fireballs. In order to defend yourself from these fireballs, build a wall of blocks first. Now attack Tryclyde with these blocks and you will be able to defeat him easily!







HOW TO ENTER ANOTHER WORLD

If you successfully fought your way through the game, but accidentally erased your name, enter "Zelda" when you register. It will start your second adventure right away.





WHAT'S DIFFERENT FROM THE FIRST QUEST?

The structure of the Second Quest is almost the same as the First Quest except for three geographical features. But you still have to think over your strategy because things like hidden caves in the Second Quest are located in different places. If you want to know the location of things in detail, check the attached map.





ZELDA™

The Second Quest Begins



STORY

Were you brave enough to beat all of Ganon's henchmen in the First Quest? Were you crafty enough to find your way through the many hazards to Ganon's lair? And then were you mighty enough to take on Ganon, the ultimate bad guy and win? If your answer is yes, get ready for another super challenge—the Second Quest of The Legend of Zelda. The Land of Hyrule still isn't safe. You beat Ganon once. But you must do it again. Can you be victorious the second time around? Sharpen your sword and your wits!

STRATEGY MAPS FOR CON-QUEST OF THE UNDERWORLD

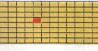


There are two big differences between the First and Second Quests of The Legend of Zelda. You'll discover in the course of the Second Quest that the lay of the land in the Underworld is vastly different. Can you find your way in these labyrinths? The second big difference is the placement of items in the Underworld. Where are they? The challenge is definitely more complex than it is in the First Quest. To make matters worse, the enemies guarding the labyrinths have become much stronger, too! It's more difficult to get to Ganon in the Second Quest. To help build up your confidence, take a look at this complete map of the Second Quest Underworld.

A DESCRIPTION OF THE MAP

- Doors you need keys for.
- Shutters
- Invisible doors (Walk through the wall!)
- Walls you can blast with bombs
- A B Secret passage entrances and arrows that show you the way

LEVEL 1





As you see in the brief map of the world on your left, the labyrinth is located in the same place as it was in the First Quest. The entrance is already open.

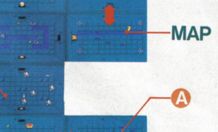
MAZE IS SIMPLE BUT···

This is a small, simple labyrinth, consisting of 14 rooms in total with one secret passage. However, since the enemies have become a lot stronger than before, you had better obtain the Magic Shield before you enter.

AQUAMENTUS

The monster guard to the Triforce is called Aquamentus. Attack his head with your sword. With the Magic Shield, you have nothing to fear.

TRIFORCE



COMPASS



You can get one if you defeat all the Stalfos in this room. The Stalfos have become much stronger than before, so use caution.

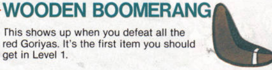
START

The Stalfos' throw their Swords



They'll give you a good idea of how much stronger your enemies are in the Second Quest. These bad guys used to be just skeletons, but in the Second Quest they throw swords at you.

WOODEN BOOMERANG



This shows up when you defeat all the red Goriyas. It's the first item you should get in Level 1.

LEVEL 2

Level 2 is located where there used to be a store selling Blue Rings (First Quest). Move the Armos in the middle of the upper row and open the entrance to the maze.

MAP

You can get it if you defeat the Zols. Watch for the traps in the four corners.

TRIFORCE

GLEEOK

The master of the room is the tough monster, Gleeok. He's the one with two necks and heads. Fight cautiously, and he won't be that tough. Attack his heads with your sword.

WHISTLE

You must push on the Invisible Door when you come in from the upper room in order to get this invaluable tool.

COMPASS

GET THE WHISTLE

The most important item in the Second Quest is the Whistle. Get it here. The mighty Darknuts will try to stop you, so try to get the White Sword before you deal with them.

START

A

A

LEVEL 3

There is a little lake where the entrance to Level 2 used to be. Blow the Whistle. Remember Level 7 in the First Quest? Bingo! An entrance appears.

TRIFORCE

A

MAGICAL BOOMERANG

If you defeat all the red Goriyas, you can get the Magical Boomerang which can go longer distances.

HEART CONTAINER

You can get a Heart Container in a place like this instead of in front of the Triforce. Toss two bombs into the Dodongo's mouth. It's a blast!

GRUMBLE

MAP

START

COMPASS

A

YOU NEED ENEMY BAIT!

You need to buy some bait to get your enemies! Goriyas are the biggest suckers. Also, don't forget to bring some enemy bait with you because you will need it to obtain the Magical Boomerang. While you're at it, make good use of your Whistle, and gain more Heart Containers by creating holes in various places.





Who could have imagined that the entrance to the labyrinth is in the Lost Hills? You'll see the row of rocks. Push the one on the far right, and the entrance will appear.



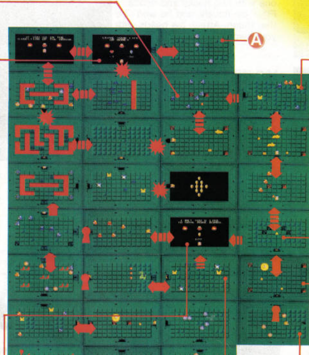
All of a sudden, a gigantic maze with 30 rooms appears! A lot of very troublesome Red Bubbles come pouring out. To make matters worse, you will also need a lot of money here. You will need at least 50 rubies, but if you want to have more bombs, you will need 100 extra rubies. But, there is good news, too. You have a chance to get two items if you try hard.

MAP

There are so many obnoxious blue Darknuts here that it can get very frustrating. Also, fireballs will fly out of the Stone Statues in the center of the room. The effort to get the all-important map is monumental!







PAY UP

Here comes a mean old man who threatens you by saying: "You must leave either 50 rubies or a Heart Container." You can't give away a hard-earned Heart Container, of course. Give him the money.

BOMBS INCREASE

If you pay 100 rubies here, the number of bombs you can carry increases by four. If you don't have enough money now, be sure to come back later to increase your stash of bombs. It's worth it.

COMPASS

You can get it if you defeat Pols Voice and all of the red and blue Darknuts. However, since they are very tough enemies to mess with, maybe it's better to ignore them and pass.



START

MAGIC BOOK

After you defeat all the enemies in this room, open the entrance to the basement by moving the middle block on the left side of the room. Even if you have the Magic Book, it won't be too useful until you get the Magic Wand.



RAFT

To your surprise, there is an invisible door above the Triforce room that leads you to a hidden passageway. If you can escape all of the enemy attacks, you will find a raft to use in your quest.



TRIFORCE

DIGDOGGER



Blow the Whistle when you face Digdogger and he will separate into three pieces which you can then finish off easily with your sword. When you have polished him off, a Heart Container will appear as your reward.



LEVEL 5

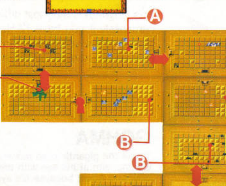


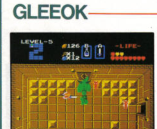
Unless you obtain the Raft in Level 4, you can't reach this island where the labyrinth is. The location is the same as Level 4 in the First Quest.



WHAT A TOUGH ENEMY!

This labyrinth seems to be very small compared to the labyrinth in Level 4 of the first game. But, the enemies are all strong. It's a smart idea to ignore the enemies and pass if you can.





The big boss of the enemies is a Gleeok with three heads. Don't forget to bring the Water of Life with you when you come here.

BOW

Avoid the Red Bubbles, and jump into the basement where a Bow is located. In order to be able to use the Bow immediately, we recommend that you get a Wooden Arrow at a store in the Overworld, and bring it with you.

COMPASS

It's too dark to see anything, and there are Zols lurking. You can get a Compass if you defeat them. Buy a candle to light your way.





MAP Vires are the ones with the map.



IF YOU GET A BOW AND ARROW

If you are one of those who have played the First Quest, you must know that the Bow and Arrows are very effective for defeating the boss enemy, Gohma. But, did you know they are also very effective against Pols Voice and Like Likes? Give them a try!



Be Cautious With Red Bubbles

When it comes to Red Bubbles, you won't be able to swing your sword at all unless you...

RED BUBBLES

TOUCH A BLUE BUBBLE



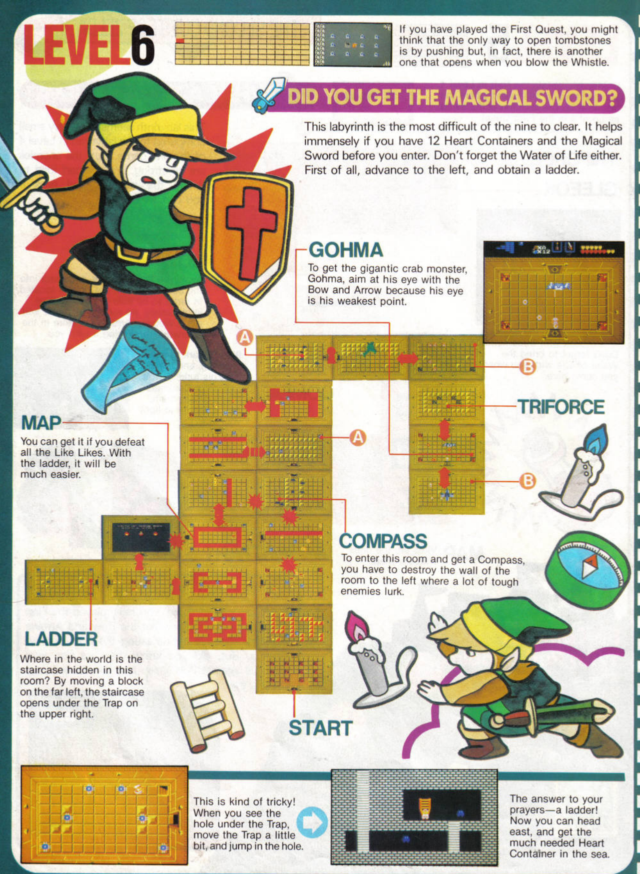
If you touch a Blue Bubble, you will regain your sword.

MEET A FAIRY

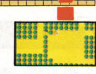
Fairies from the Overworld can replenish your power so that you can use your sword again.

DRINK THE WATER OF LIFE

Without Fairies, you can regain your strength by drinking the Water of Life.


LEVEL 6
If you have played the First Quest, you might think that the only way to open tombstones is by pushing but, in fact, there is another one that opens when you blow the Whistle.
DID YOU GET THE MAGICAL SWORD?
This labyrinth is the most difficult of the nine to clear. It helps immensely if you have 12 Heart Containers and the Magical Sword before you enter. Don't forget the Water of Life either. First of all, advance to the left, and obtain a ladder.
GOHMA
To get the gigantic crab monster, Gohma, aim at his eye with the Bow and Arrow because his eye is his weakest point.
A
B
TRIFORCE
A
B
MAP
You can get it if you defeat all the Like Likes. With the ladder, it will be much easier.
COMPASS
To enter this room and get a Compass, you have to destroy the wall of the room to the left where a lot of tough enemies lurk.
LADDER
Where in the world is the staircase hidden in this room? By moving a block on the far left, the staircase opens under the Trap on the upper right.
START
This is kind of tricky! When you see the hole under the Trap, move the Trap a little bit, and jump in the hole.
The answer to your prayers—a ladder! Now you can head east, and get the much needed Heart Container in the sea.

LEVEL 7



Now find an entrance by burning trees in the forest that is located to the west of the place where Level 8 used to be. After you burn from the right side to make a hole, come around to the left to get in.

RED CANDLE

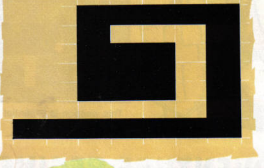


To get the Red Candle, first take the secret passage which you find close to the labyrinth entrance. Inside, the red and blue Darknuts and Pols Voice are waiting for you. Unless you defeat them all, you can't uncover the staircase.

GLEEOK

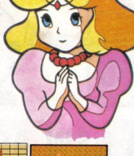


Wow, here comes Gleeok with four heads. He is going to be tough!



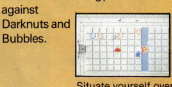
DON'T GET LOST!

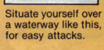
This is a labyrinth where you need a lot of money just like you do in Level 4. It seems to be easy to clear at first glance, just by going straight. But, in fact, it's not that easy. There are many secret passages, which makes it difficult for you to reach the Triforce room. There are tons of blue Darknuts, so we recommend you bring the Water of Life with you.



USE THIS LADDER FOR SUCCESS

Get on a waterway with the ladder. This strategy is effective against Darknuts and Bubbles.





Situate yourself over a waterway like this, for easy attacks.

LEVEL 8

If you set a bomb on the cliff wall along the river, the entrance will open. But, you will definitely need a ladder to get to the hole in the wall here.

THE LAST PIECE OF THE TRIFORCE

The "Magic Wand" and the "Magic Key" can be obtained here. With these, you don't have to worry about the shortage of keys anymore. The majority of your enemies here are Goriyas who are easy to defeat.

MAGIC WAND

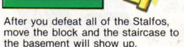


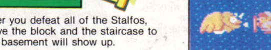
Besides the Red and Blue Bubbles, you will find the Wall Masters here. Defeat them and move the center block on the right to open the basement door.

MAGIC KEY



After you defeat all of the Stalfos, move the block and the staircase to the basement will show up.





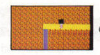
The enemy bosses are just three Dodongos. Here you may use two bombs to blast them.



LEVEL 9



The entrance to the final labyrinth is located in the northwest corner of Death Mountain. Set a bomb on the rocky wall and make a hole. Are you ready?





DID YOU FIND 8 PIECES?

If you don't have eight of them, the old man in the room right above the entrance won't let you in.



GANON WAITS FOR YOU!

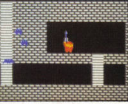
To get inside, you need to have eight Triforce pieces ready. This is a monsterous labyrinth with 46 rooms total.

RED RING

Finally, the Red Ring! Now, your enemies can only inflict one quarter of the damage.



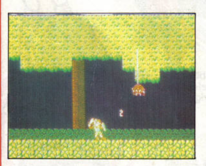
SILVER ARROW



This weapon is essential to defeat Ganon.

AND NOW, A NEW ADVENTURE BEGINS

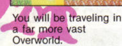
Did you defeat Ganon successfully? Are you waiting for more exciting action, danger and adventure? Get ready. Nintendo has something really exciting in the works. It's coming this fall. And if you like The Legend of Zelda, you'll love what's coming up!



★ THE OVERWORLD



You will be traveling in a far more vast Overworld.



★ MANY SPELLS!



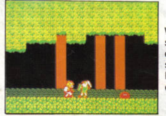
This time you can gain the power to cast eight different spells.

★ GET CLUES FROM VILLAGERS



If you talk to the people living in the towns, you will get all kinds of different pointers.





When a battle starts, you'll get a close-up of the scene with big, life-like characters!

COMING SOON!!

S-1
Shortcut No. 1
Power Bracelet
Level 2
Level 6
S2
Fairy
Lost Woods
S-3

Get the powerful swords!

SWORD

IT'S DANGEROUS TO GO ALONE! TAKE THIS.

At the very beginning, you'll meet the old man in the cave and receive a regular sword.

The enemies you meet in the Underworld are now stronger. It's important to get the powerful swords early in the game.

WHITE SWORD



Get the white sword from the old man whom you meet at the top of the waterfall.

MAGICAL SWORD

MASTER USING IT AND YOU CAN HAVE THIS.

It is the most powerful sword. You can't get it unless you have 12 Heart Containers.

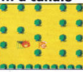
Many hidden places!

Use various items, and find the hidden caves. You'll find that many of them will open when you blow your whistle.

With a bomb



With a candle



With a whistle

Move a rock



Move an Armos



OF THE OVERWORLD FOR THE

Know the terrain.

Again, you will be in many mysterious places such as the Lost Hills where you can't make progress unless you move in a pattern North, West, South and West.



Fairies

When you are hurt, Fairies can help you recover.



Ladder

There are places which can't be reached without a Ladder.



Raft

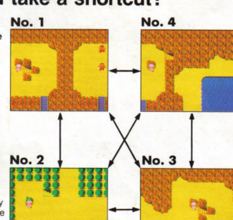
You can make your way over the water with a Raft.

Why don't you take a shortcut?

When you don't want to be bothered with all of the enemies on the map, take the shortcut. Open the entry way with the Power Bracelet.



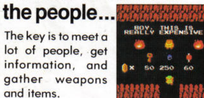
Remember and record the way in and out of the caves on the map.



SECOND QUEST OF ZELDA

Be sure to meet all the people...

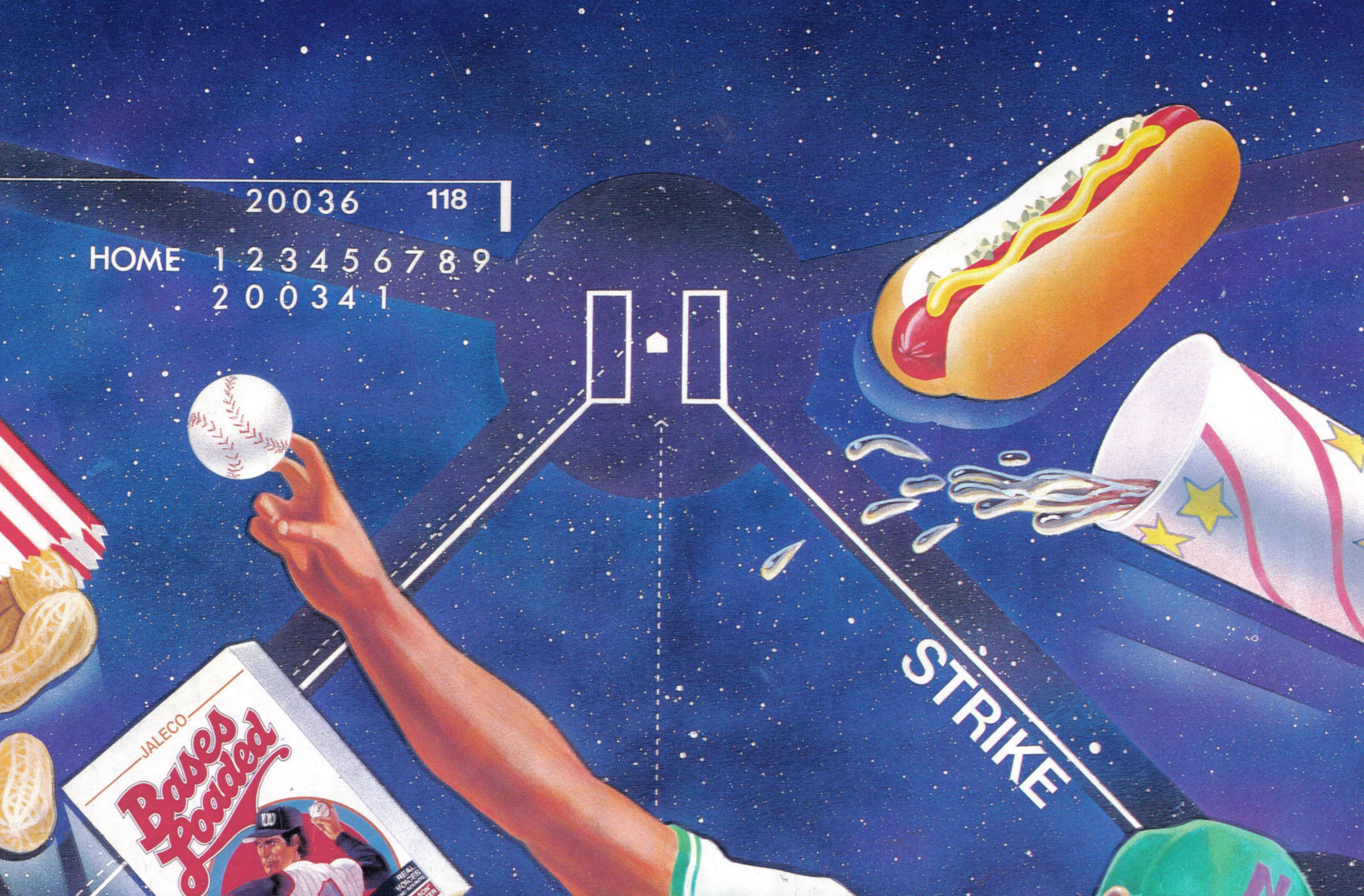
The key is to meet a lot of people, get information, and gather weapons and items.



- ♥ Heart Container or Water of Life
- Old Woman selling red & blue Water of Life
- $ Molblins give you a reward
- ● You must pay a door repair charge
- ? You can get some information
- ! Money-making game
- Letter to little Old Woman
- S-1 Merchant (See price list on right)

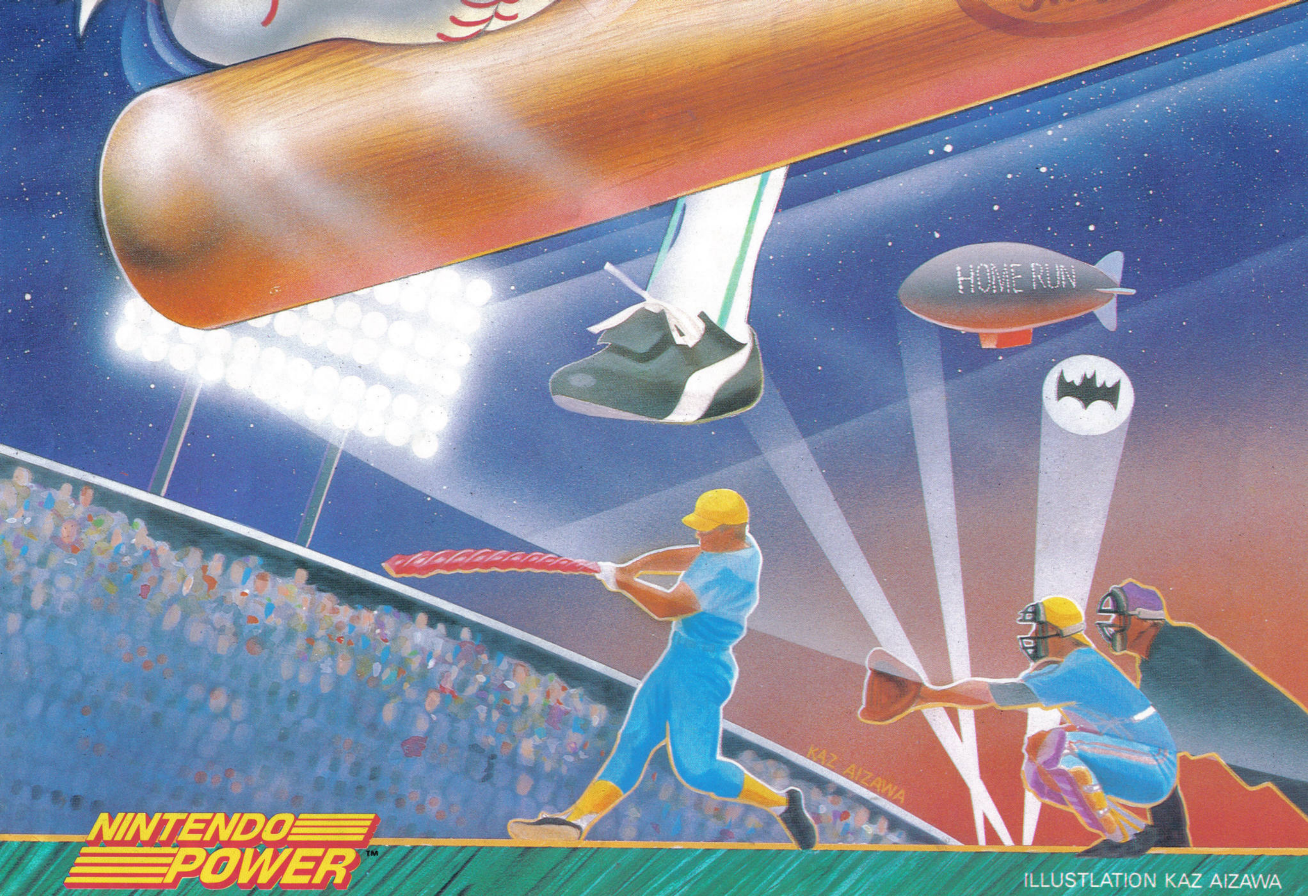
Buyer's Guide

	Magic Shield	Key	Blue Candle	Enemy Bait	Heart	Bomb	Wooden Arrows	Blue Ring
Shop. 1	90			100	10			
Shop. 2	130					20	80	
Shop. 3	160	100	60					
Shop. 4	160	100	60					
Shop. 5	130					20	80	
Shop. 6	90			100	10			
Shop. 7	90			100	10			
Shop. 8	160	100	60					
Shop. 9	130					20	80	
Shop. 10	160	100	60					
Shop. 11	90			100	10			
Shop. 12	160	100	60					
Shop. 13	160	100	60					
Shop. 14		80		60				250
Shop. 15	130					20	80	


20036 118
HOME 1 2 3 4 5 6 7 8 9
2 0 0 3 4 1
STRIKE
JALECO
Bases Loaded



R.B.I. BASEBALL
TENGEN
OFFICIAL LICENSEE
MAJOR LEAGUE BASEBALL
Nintendo
HIT
90°
Nintendo


HOME RUN
KAZ AIZAWA
NINTENDO POWER™
ILLUSTLATION KAZ AIZAWA



Are you ready ball fans? Here comes a triple header that's going to pack your NES stadium with more thrills, more excitement and more big league action that you ever dreamed. The bases are loaded. The pennant race is raging. And you're at bat!



Bases Loaded

MAJOR LEAGUE BASEBALL




R.B.I. BASEBALL™
Pro Players!!
RAL INFO
All Star Line-up!
R.B.I. BASEBALL
10 TEAMS OF TENGEN LEAGUE
American
National
TIME
HITTER
CANCEL
McGwir R
Seitzr R
Moltor R
Franco R
Moore
ERA 2.97
Schrdr
AVG .332
HR 14
Baines
These are the actual line-ups used in the major leagues. Pick your game play. You can choose to coach or join the starting line-up. RBI lets you play ball in one of three ways. Play against the computer in a sizzling nine-game season. Take on a friend for nine innings or a best-of-seven series. Or call the shots as coach!
Major League Baseball® ® of MLB Licensed to LJN Toys, Ltd. R.B.I. Baseball™ ™ & © 1987 Atari Games Corp. © 1986, 1987 Namco

TEAM MANAGEMENT

YOU'RE THE MANAGER!

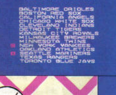
You call the shots. Follow your game plan.
Change players. Send in a relief pitcher. Can you rely on that pinch hitter?
You need better than a bat boy—a lot better!



Pick your team from 26 major league teams. They're all playing hardball. Or line up your own team with players of your choice.

Choose your favorite team for a winning line-up.

THIS IS TODAY'S ORDER! LET'S GO!!







Decide your order of batting





You thought your starting pitcher could go the distance, but you've picked a wimp. One more hit, and the game is all over.









Call for a relief pitcher!!



Think smart as you use your four substitute players. Don't waste their strength!



PITCHER'S TO MOUND

Each team has its own great players. But you need to play it smart. Your best pitcher is in a slump. Can you count on that game-saving Rookie?

Bases Loaded

You have to sharpen your strategy or you're out of the old ball game. Twelve top teams are lined up against each other. You've got to play aggressively to win.

You can change your position on the mound for a perfect pitch.

Before you wind up for the pitch, decide on the speed and curve of your ball.

You can direct the way you pitch your ball with the control pad. Don't throw any homers!

All right! The batter swung and missed. You're hot! But can you strike him out?

Two pitching perspectives!



You won't believe the realism! The pitcher's viewpoint actually changes depending on whether you throw with your right or your left.

R.B.I. BASEBALL

Keep your eye on the ball from the umpire's vantage point—right behind the catcher!

Pitching Form

CLASSIC STYLE

SIDE ARM

Overworked pitcher

I'm so Tired···

When you get worn out, the speed of the ball and the tricks you can pull with your pitch decrease.

OFFICIAL LICENSEE MAJOR LEAGUE BASEBALL®

This is it

If you're a hot pitcher, this game really lets you show your stuff with a whole lot of ways you can throw that hardball to strike out the batter.

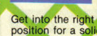
BATTER'S BOX

Each batter has his own techniques and talents. There's the rookie that has a low batting average but sometimes hits a homer just when the bases are loaded! There's a player you know can't hit it out of the infield, but boy can he run. It pays off to know your players!



You've got to get two things down in order to swing your way to first base-timing, and position inside the batter's box. Once you master these techniques, the pitcher can forget about that no hitter.

Get into the right position for a solid connect.



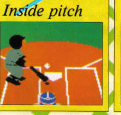


Inside pitch



Outside pitch

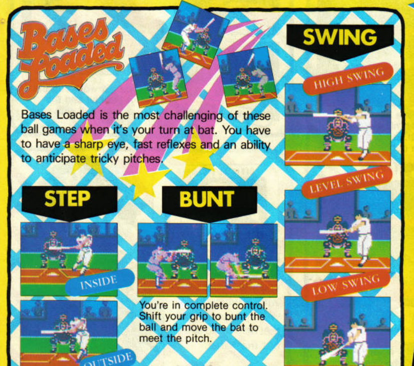






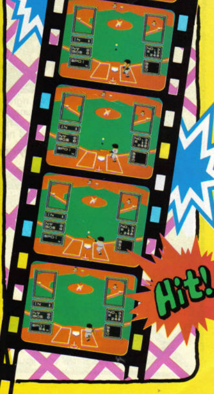


There's nothing like stepping into the batter's box, tightening your grip and hitting the ball clear out of the park!



Bases Loaded is the most challenging of these ball games when it's your turn at bat. You have to have a sharp eye, fast reflexes and an ability to anticipate tricky pitches.

You're in complete control. Shift your grip to bunt the ball and move the bat to meet the pitch.




BOTTOM OF THE NINTH
These great ballpark scenes will put you right in the heart of the old ball game!
Bases Loaded
Follow the action on the Scoreboard!!
HOME RUN
A weak pitch, a monster swing of the bat, and...
HOME RUN
Oh No!
SHOCK!!
All Right!!
High Five!!
New pitcher?
Here comes the batter— Let's go!!
R.B.I. BASEBALL
Game results appear in the "TENGEN SPORTS NEWS"
Hot off the press runs, hits and errors.
TENGEN SPORTS NEWS
NEW YORK WINS
TENGEN SPORTS NEWS
S.F. LOSES
NEXTGAME
NEXTGAME
Bean Ball
3 Types of Beanballs
Each of the three games has a different kind of wild pitch. Pay the price, take the walk.
Bases Loaded
RBI BASEBALL
Ouch!!

PLAY BALL



Now it's your turn to play ball! Each of these three games will offer you three different kinds of excitement and thrills. Shown here are just a few exciting events and we leave it to you to explore and experience a whole lot more!!



Here are some highlights of the hottest hits in video baseball history. Which is your favorite? It's an all-star line-up with the kind of real life action you'll only find on your NES—or in Yankee Stadium.

Bases Loaded — Bottom of Third

Home run for Batter No.4!

HOME RUN

Bases are loaded, batter No. 4 dips deep into home plate, checks his stance, and smacks a ball clear into the stands!

Bases Loaded — Top of Sixth

Relief!

TIME!!

AARON 3.74

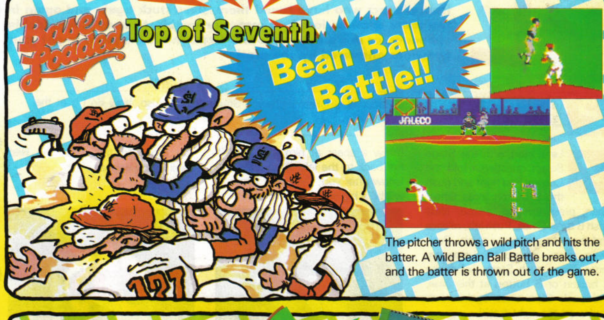
Here comes the relief ace!

The starting pitcher has lost control. He's slipping—but bad, and the bases are loaded! Now's the time to send in a relief pitcher, and hope he's hot.



The manager knows his stuff and grabbed an opportunity for a quick hit and run.

Heads-up ball play ties the game.



The pitcher throws a wild pitch and hits the batter. A wild Bean Ball Battle breaks out, and the batter is thrown out of the game.

R.B.I. BASEBALL

LAST UP'S HOME RUN!

HOMERUN

TENGEN SPORTS NEWS

BOSTON WINS

In the bottom of the Ninth, you get a home run and come from behind to win the game! Home team fireworks fill the sky!

COUNSELORS' CORNER

Welcome to Counselors' Corner! This is where we answer letters from players who have found themselves stuck again and again in the same spot, or lost in a maze, or unable to beat a formidable opponent, or in a number of other fixes. This is the place to get your questions answered by the pros!



GHOSTS 'N GOBLINS

In Ghosts 'N Goblins, is there a Stage Select? Also, how do I beat the Red Devil?

Let's start with the Stage Select question. Hold the Control Pad right and push the B button three times. Then, press up and release. Next push B three times. Push left, release and then B three times again. Push down, release and push B three more times. Then push Start. Select the A button or B button at this time, and push Start once again. Now you're on the right track!

Next is a strategy to fend off the Red Devil. When you find a Red Devil at the right side of the screen, throw a spear at him and quickly run back to the left. If he does not follow after you, then your strategy will be a big success. The next time you move to the right, the Red Devil won't appear.

STAGD 1 A

This is a very tough game, but with this technique, you can go wherever you want.



It takes a high level of skill to fight him without using a few inside tricks.

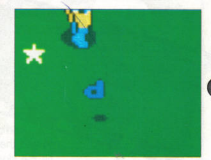


RING KING

While I'm playing Ring King, sometimes the letter P appears in the ring. What does it mean?

When the letter P appears, you're in luck! Protect yourself from your opponent's punches, and go grab the P immediately. Whether you actually win the match or not, your Power Points will go up by one after the match if you manage to get the letter.

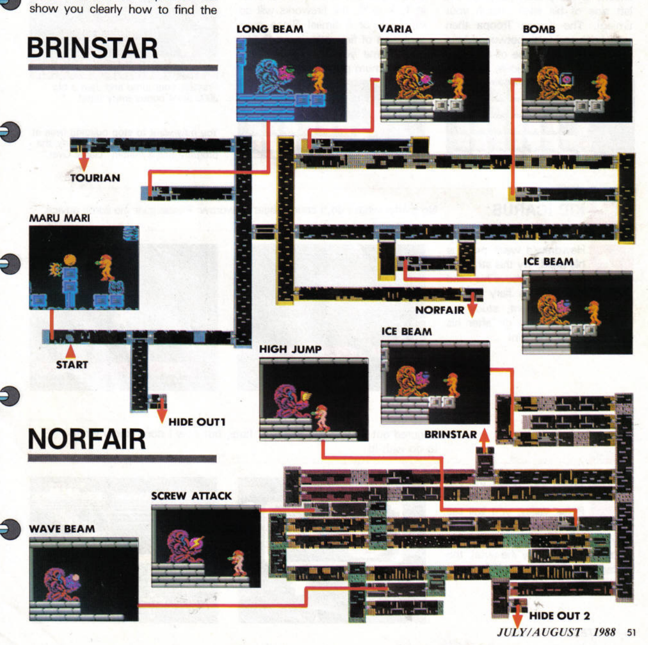




METROID

In Metroid, I have a hard time finding the Power-up items. I usually get wiped out before I find them. Can you help?

Of course, it depends upon where you are in the game. Let's look at Norfair, which we get a lot of questions about. A look at the map below will show you clearly how to find the object you want in this area. Can you find your way to the place where the Energy Tank and Missile are located by yourself? At a glance, you'll think that it's impossible to get through, but there is a way!



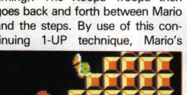
COUNSELORS' CORNER

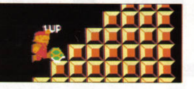
SUPER MARIO BROS.

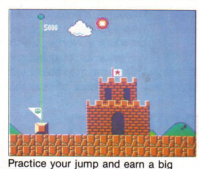
Are there really unlimited 1-UPs? Plus, can you tell me how to get the fireworks and what they mean?

First let's talk about the unlimited 1-UP question. When a Koopa Troopa is coming down the steps as shown in the photo, jump on the left side of his shell (watch your timing). The Koopa Troopa then goes back and forth between Mario and the steps. By use of this continuing 1-UP technique, Mario's 1-UPs increase by more and more. You got it!

The secret to getting the fireworks is in the last digit of the timer. If you hit the pole when the number ends in 1, 3, or 6, the fireworks will go off 1, 3, or 6 times! Since each explosion of fireworks is worth 500 points, time your jump accordingly for maximum points.







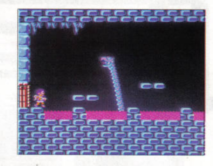
Practice your jump and earn a big 3000 point bonus every time!

You may want to stop building lives at around 100. If you get too greedy, the program has a built-in "Game Over."

KID ICARUS

No matter what I do, I cannot beat Hewdraw. Please give me some advice.

Hewdraw's weak point is his head. Try this strategy. First, jump above his head avoiding his fiery attack. Then wait a moment, study his moves carefully, and go after his weak point for the win!

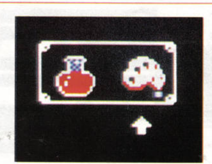


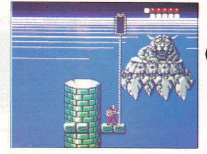


RYGAR

I figured out how to get Pegasus' flute, but now I don't know what to do with it!

When you reach the top of the highest tower in Rolsa Valley, you will see Ligar's Castle. When you play Pegasus' flute (you must be on the subscreen to play the flute), the entrance to the Castle will appear.







CASTLEVANIA

No matter how many times I try, I can't seem to beat the five boss characters. Can you give me some pointers?

One of the reasons this game is so popular is the variety of challenge! Develop a strategy that includes weapon, position for attack, and weak point to use on each of your opponents. Here's a start, with some good advice on choice of weapon.



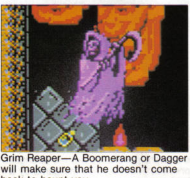
Queen Medusa—she can be stopped by the Watch.



The Mummies—Besure to take them out, one ata time.



Frank—The Dagger or a Fire Bomb wil take the spring out of his step.



Grim Reaper—A Boomerang or Dagger will make sure that he doesn't come back to haunt you.



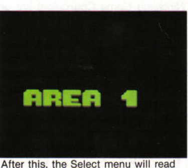
The Count—A Boomerang to the head will cool his jets.

IKARI WARRIORS

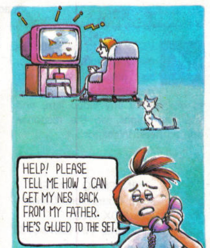
Is there a secret built-in Continue or Stage Select for this game?

Both. First, the continue mode. After you have been defeated, and before "Game Over" appears on the screen, push A, B, B, A. Then you can continue the game where you left off.

Next is the Stage Select. On the title screen (the screen used for selecting a 1 or 2 player game), push Up, Down, A, A, B, Left, Right, A, B, Up, A, Down, Right, Right, Left, B, Up, Left, A, Right, B, Left, Right, A, Left, Up, A, Down, A, Right, Left, A, Start. Stage 1 then appears next to the airplane landing screen. Press the A button or the B button and you will be able to select the stage you want. You'll have to practice a lot, though, because you have to be fast to make it work.



After this, the Select menu will read "Let's go to the Stage you want."



COUNSELORS' CORNER



MIKE TYSON'S PUNCH-OUT!!

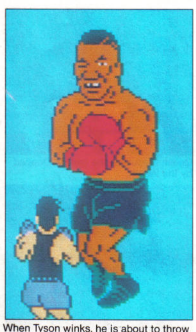
I've had several bouts with Tyson, however, I have never beaten him. Please help, I want to win the Dream Bout!

You can help yourself out a great deal by knocking out Tyson's ability to use his Dynamite Punch. Just don't let him land one in the first minute and a half of the round. Then, start landing as many strategic counter blows as you can to wear him down and gradually earn points toward your victory. The decision is yours once you hit 5,000 points.

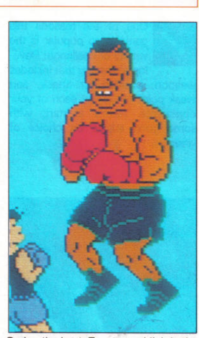




Let's go after Tyson with the above strategy. Don't try to be too aggressive with Iron Mike.



When Tyson winks, he is about to throw a straight punch. It's not his strongest one, but you may lose the game by a TKO if you underestimate him.



During the bout, Tyson may blink both eyes. This means that a flurry of straight punches are coming up. Be on guard.

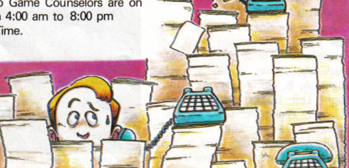
SPEAK UP!

Counselors' Corner is all about questions you have concerning NES Game Paks. We'll answer all kinds of questions, like "How can I defeat this opponent?" or "Where can I find hidden objects?" And, if we get enough inquiries on any one game, we just might do an entire feature.

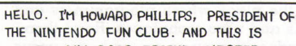
We'd like to help out as many of you as possible, so please send your request for advice on how to get out of any video jam, and you just might see the response printed here. Write to:

NINTENDO POWER
Attn: Counselors' Corner
P.O. BOX 97033
Redmond, WA 98073-9733

Of course, if you just can't wait for the answer, you can always call 1-(206) 885-7529.
Nintendo Game Counselors are on call from 4:00 am to 8:00 pm Pacific Time.

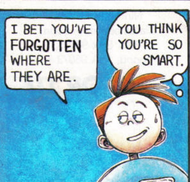


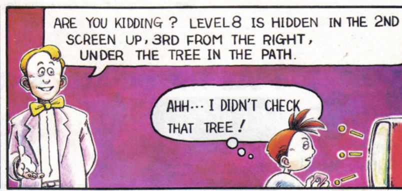

NESTER


HOWARD & NESTER


HELLO. I'M HOWARD PHILLIPS, PRESIDENT OF THE NINTENDO FUN CLUB. AND THIS IS MY GOOD FRIEND, NESTER.
I SHOULD BE PRESIDENT!

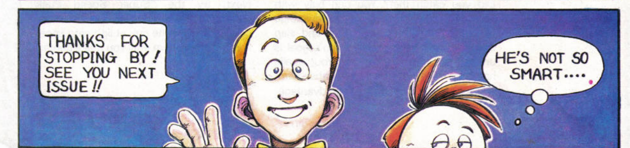

PLAYING ZELDA TODAY I SEE, YOU SHOULD HAVE FOUND LEVELS 8 AND 9 BY NOW.
I CAN'T FIND THEM!
OH....I'M JUST MESSING AROUND. I KNOW WHERE THEY ARE!


I BET YOU'VE FORGOTTEN WHERE THEY ARE.
YOU THINK YOU'RE SO SMART.


ARE YOU KIDDING? LEVEL 8 IS HIDDEN IN THE 2ND SCREEN UP, 3RD FROM THE RIGHT, UNDER THE TREE IN THE PATH.
AHH··· I DIDN'T CHECK THAT TREE!

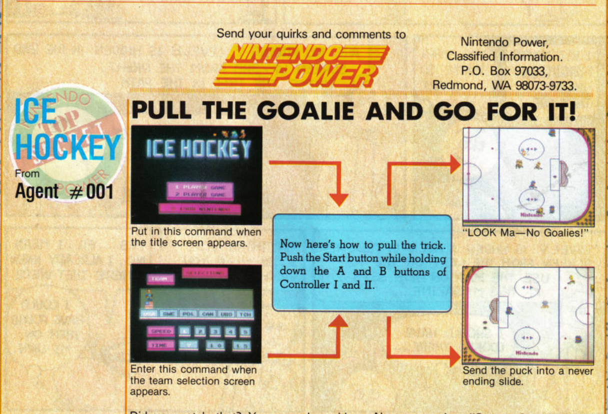

LEVEL 9 IS UNDER A ROCK IN THE 6TH SCREEN FROM THE LEFT ON THE TOP. USE THE MAP ON PAGE 35-6 OF THIS MAGAZINE.
I SHOULD HAVE LOOKED THERE....


ANYTHING ELSE I CAN HELP YOU WITH?
YES .... ER .. I MEAN NO. I ALREADY KNEW WHERE THEY WERE
I COULD HAVE FOUND THEM ON MY OWN.


THANKS FOR STOPPING BY! SEE YOU NEXT ISSUE!!
HE'S NOT SO SMART....

CLASSIFIED INFORMATION

Welcome to Classified Information, the place where programmers and pros reveal top-secret program quirks and ultra techniques. Read them. Practice them. And astound your friends with your on-screen hocus pocus and cool tricks. You'll be amazed at the secrets hidden deep within your favorite games. And you'll be even more amazed when you learn how to do them yourself! The tricks in this issue are from the agents at Nintendo, but we'd like to see if you've made any discoveries during game play. Have you found any hidden commands for "continue" or "invincibility" or anything else? If so, let us know!



PULL THE GOALIE AND GO FOR IT!

Put in this command when the title screen appears.

Enter this command when the team selection screen appears.

"LOOK Ma—No Goalies!"

Send the puck into a never ending slide.

Did you catch that? You can play with no goalies! Move fast! Grab the advantage to put together a power play, and slap one in while the opposing team's goal is undefended. But watch out! Your goalie has also been pulled and the other team will try to use it to their own advantage.

Next, try the "Super Speed Puck" command. You can send the puck rico-cheting around the rink at lightning speed. It won't slow down until you make contact.

CLASSIFIED INFORMATION



CONTRA

From Agent #099

BUILD UP YOUR FORCES FAST!

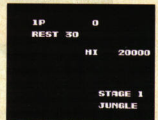




This trick will give you all the help you need to defeat the Aliens. When the title screen appears, press the Control Pad up twice, down twice, left, right, left, then right. Push the B button and the A button. Lastly, push Start.

START YOUR GAME WITH OVER 30 EXTRA MEN WITH THIS "EXTRA LIFE" COMMAND.

Contra is not an easy game. Sometimes it seems like you get wiped out before you even get started. But, there is a way to gain an advantage. Put in the command shown above when the title screen appears. But be quick, you have to input it before the demonstration screens begin. Once you master this trick, you'll overwhelm the Aliens with the forces of good.

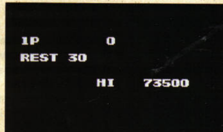


It's a great feeling to have 30 extra men on your side right from the start. With this many war-tough fighters it will be easy to win.

GET AN INSTANT RECHARGE WITH 30 NEW MEN READY TO DO BATTLE.

Don't despair if you have fought hard and lost. After "game over," you can select "continue", and for each of four consecutive games you'll start with 30 lives.

CONTINUE



You can get 120 warriors to complete your mission if you "continue" three times.

GUN.SMOKE

From Agent #502

HEAVY HITTING HARDWARE



When the title screen appears, push the A button four times, and the Select button four times. Then, push the Control Pad right twice. Finally, push Start. Now you're loaded!



When it's a you or them decision, it's time to pull out the heavy artillery. There's no time to mess around with single shot weapons. Put in the command above to start with rapid fire power, and add a whole new meaning to "fastest gun in the west."



RAD RACER

From
Agent #251

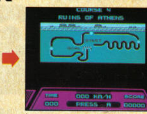
GET ON THE FAST TRACK



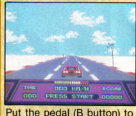




Rev your engine until your Tach hits 8 rpms.



Improve your position and start on track No. 4.



Put the pedal (B button) to the floor and set the Tach at 16.



Start your race near the finish at the last stage.



Cruise into LA for a flash finish.

Are you ready for a hot race? Start your game by choosing your car, and get a Demonstration Screen. Next, increase the tachometer reading by pushing the B button. If you push the Start button while also pushing an upper right "+" button, pushing up and right on the control pad, push of the B button increases the indicator by 2. The first 1 and 2 mean Course 1 and the next four numbers mean Course 2. If you set the indicator at the maximum 16, you can start from Course 8. This way, you can choose any course that you want to start from.

THE FINAL SCENE HAS A SURPRISE OF ITS OWN. USE THE TACHOMETER TRICK TO SEE IT.

If you push the B button at least 60 times, by applying Area Select you can see the final scene.

ATHENA

From
Agent #125

MUSHROOM MAGIC MEANS MAXIMUM STRENGTH



In Area One, when you discover this mushroom, jump on top of it and squat down.



How about that for a power boost? All of a sudden, Athena has the ultimate strength. Now you have nothing to be afraid of.

Find the Magic Mushroom and equip yourself with the mightiest items available. By crouching down on the mushroom, Athena magically receives the enemy destroying Fire Sword, the rock crushing Dragon Helmet, and the super strong Lion's Shield. Get all these items in Area One and don't lose them. Play it right and you'll go far.



MIKE TYSON'S PUNCH-OUT!!

From
Agent #031

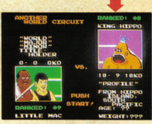
ANOTHER WORLD CIRCUIT



When the title screen appears, select "Continue" and enter the secret pass key very carefully.

Pass Key 135 792 4680

Hold down Select, and press the A and B buttons simultaneously.



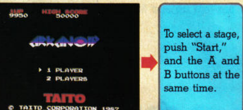
It may be a little difficult to see, but on the top left hand portion of the screen, it says "Another World Circuit." Your first opponent is King Hippo.

Are you looking to pick a fight? Enter the pass key and commands as shown above and you'll discover "Another World Circuit." You'll wind up in a whole new ring and earn your title all over again. Can Little Mac take this level of punishment?

ARKANOID

From
Agent #150

STAGE SELECT AND CONTINUE MODE



To select a stage, push "Start," and the A and B buttons at the same time.

If you push these three buttons with the right timing, you can advance to other stages very quickly.

Push "Select" five times while pressing the A and B buttons.



Even though your score turns to zero, you can still play, continuing from the previous game.

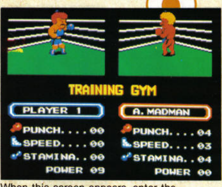
Arkanoid is really a fun game to play, but it often happens that your game is finished because you just couldn't clear the last remaining opponent. If that happens, you can still continue playing by the method described above. Even though the game is over, you can go back to where you finished and start playing a new game from there. Also, by using the function, you can advance to a new stage, too.



RING KING

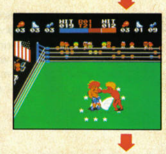
From
Agent #365

ENDLESS ENERGY



When this screen appears, enter the command presented above right.

Follow this command carefully: Controller II-A button, then Controller I-A button, Select, A button. Next, Controller II-B button, Controller I-Select, and Controller II-A button, B button. Finally, Controller I-B button twice.



You are invincible! No matter how badly you get beaten, or how often you miss the target you try to punch, it won't effect your energy level at all!



See how easy it is to clobber your opponent? You could win this one with one hand tied behind your back!

How would you like to be able to take everything they can dish out and still come up swinging? Well, you can with this "invincible" command no matter how many blows you take, your energy meter stays high. So don't bother to waste any moves dodging them, just put 'em up and fight.



NINJA KID

From
Agent #118

FLAME AND FORTUNE







If you go in an entry way and find yourself amid brimstone and fire, don't run away. Stay put and battle the blazes and you will discover two secret characters that will aid your escape: the Princess and Ninja Girl.



Reach out and touch Ninja Girl for 5000 valuable points.



A close encounter with the Princess and you can make your escape.



ZANAC

From
Agent #124

TURN AN ENEMY INTO AN ADVANTAGE

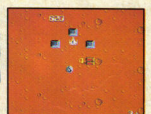
On the first screen, when Sart shows up, you'll be tempted to do him in any way you can. However, if you're smart, you'll take down Sart using only your all-range cannon. He will turn into a Blue Render if you manage this task. Then defeat the Blue Render for a quick 1-up.



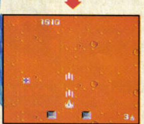
Now, defeat Sart with the all-range cannon. Get "1-up" on your enemies by defeating the Blue Render.

TRIPLE BEAMER

Expand your beaming abilities from 1 way to 3 ways right from the beginning with this crafty maneuver. Immediately after the start, three boxes will show on the screen. Instead of shooting at them for some measly yellow chips, smash against them for a bigger bonus. Triple firing power!



Smash against the box in the center of the three.



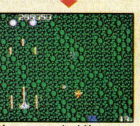
You can triple your firing power.

SUPER SHOOTER

The Icon in Area 3 can be a source of super power for you. As soon as you see him, attack! Zanac will become all powerful, knocking off enemies one after another.



Hit the Icon on the right side of the screen.



Keep on moving! You are unconquerable.

SEND YOUR SCORE SOARING!

If you get a thrill out of this trick is for you! Earn 300,000 bonus points by defeating the Icon on the right side of the screen. Just situate yourself in front of the Icon and blast away. You'll get 300,000 points, plus, up to four extra ships!



Even after you've gained maximum power—keep shooting!



Check out your score and number of ships! Victory is close at hand.

DOUBLE DRAGON™

Street toughs move to attack

Martial arts expert Billy Lee hits the streets with a vengeance. His mission? To save sweet Marian from the Black Warriors' mysterious Shadow Boss. Do you possess the strength and cunning to beat them?



There are several ways to play this game.


MODE A 1 PLAYER


MODE A 2 PLAYERS

MODE A 1 PLAYER

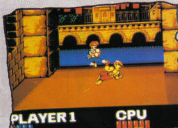
Start out street-smart with the help of a map of Mission 1–3. You'll be up against some very tough customers, the Black Warriors, but there's a big reward in victory! You increase your technical skill by another level.

MODE A 2 PLAYERS

Here's a good way to double your fun in Double Dragon. Use Mode A for a two-player game. Now two of you can take on the challenge, taking turns in an attempt to rescue sweet Marian.

MODE B 1 PLAYER

Enter the Arena, and battle the fiercest of the Black Warriors. Get inside your enemies' head and learn their every move.



MODE B 1 PLAYER



MODE B 2 PLAYERS

Test your techniques against a friend in the Arena.


ATTACKING THE ENEMY
Punch
Land a power-packed punch! Just press the A button, to punch your opponent.
Head Butt
You need to have a strong head to try this! Press the Control Pad left or right twice. You'll be "ahead" of the game.
Elbow Punch
Press the Control Pad left twice when your opponent comes from the left. Press right twice when he is on the right.
Kick
A kick is a great way to slow down opponents. Press the B button to kick them.
Jump Kick
Press the A and B buttons simultaneously. For a diagonal jump kick, press the Control Pad right or left.
Low Kick
When the enemy is ducking, press the B button.
Uppercut
Sometimes opponents squat to get out of your way. Try an uppercut. Press the A button as they start to duck.
Pin Attack
Approach when the Black Warrior is down. Press the Control Pad down and land on him. Then press the A button.
Over-Shoulder Throw
Give your opponent the "heave-ho" by pulling the enemy's hair and pressing the A button. They won't bother you again.
Spin Kick
The key here is to be sure to face your enemy before you move. Then press the Control Pad twice.
Hair-Pull Kick
When the enemy ducks, approach, grab some hair, pull and press the B button.

MISSION 1

Let's get on the road to save Marian

When you finish beating all the enemies on the screen, you can go forward as indicated by the "thumbs-up." If you knock or kick the enemy, you can score, and you can also move up a level with a heart, and reach 1000 points!

❶ First, try to increase your hearts.

Don't try to beat the enemy right away. What you want to do is land a few heavy-duty punches and kicks so that you can get one more heart. Hearts help!

❷ Take the whip from Linda.

When you move forward, two Linda sisters come racing out. Kick and make her drop her whip. Then, pick it up and take care of the other Linda.



After you get past the door, quickly turn around and kick.



If Linda drops the whip, get it quickly, and then use the A button. Too bad for Linda!

❸ Avoid oil drums.

A hot tactic is to go to the oil drums and then press the A button and carry the drum away on your shoulder. Now throw the drum at the enemy.

❹ Don't take the easy way out.

There is a conveyor belt in the center of the Boss Room. It can be used to make the gang members fall down for an easy victory. But, if you fight them, you can move up a level with the points you earn in battle.



START

BOSS ROOM



Score as many points as you possibly can by punching and kicking your opponents.

Break down Linda's defenses by taking her whip.

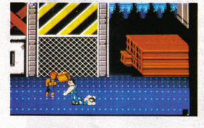
Lopar heaves one mean oil drum. So watch out!



Mission 2 consists of two areas. One is horizontal and the other is vertical. There is a big hole in the center, so wide that you have to climb up on the wall to avoid it. Good luck. And keep fighting!

1 Dodge the boxes.

Just after the start, Lopar throws a box. Your best strategy is to fight at close quarters while moving up and down. You have to get the rhythm—move aside and punch, move and punch.



2 Watch out for dynamite.

Williams turns up the heat by throwing dynamite. Pick it up and toss it back at him!





3 Climb up the chain link fence.

You can throw a fast jump-kick even on the wall. Make Williams drop his bat before he gets to swing it at you. Then use it to defeat him!

4 Take the whip and climb up.

Take Linda's whip and fight her, then climb up and beat the other Linda who is waiting for you.

5 Who awaits you?

Chintai is waiting for you on the top floor. He'll show his mean mug when you climb up the stairs.

START

The wily Lopar begins to throw boxes at you. Move aside and kick them out of your way.

Make a detour around the big hole.

Take the whip from Linda for the fight.

Don't lose the whip you got when you climbed up the stairs. Keep it in hand for big action!

MISSION 3

Now the fun begins!

In Mission 3, the play gets quite complicated. Can you handle it? You won't be able to move ahead by simply clearing an area. This area is divided into 4 sections. How's that for challenge? You should be very careful not to get caught running in circles.



MISSION 3 START

1 Take the knife.

He has a knife! Sneak forward. Knock him down with your jump-kick, and take his knife away!

2 Chintais keep showing up!

From here on, Chintais appear constantly until you get to the bridge. If your level is 4, try knocking Chintais down with a hair-pull kick and throwing them over your shoulder.

ABOBOS' CAVE START

CHINTAIS' CAVE

TO ABOBOS' CAVE ENTRANCE

6 The first obstacle is falling pointed rocks.

Street toughs won't appear immediately after you get to the new area. But don't let your guard down, because right above your head are a bunch of pointed rocks.

7 Get on the lift.

There are three lifts that move left and right. You'll have to leap onto them with the right timing so you can then jump to the cliff on the right. Avoid a fall!

TO ABOBOS' CAVE ENTRANCE

8 If you fall down, try again.

If you fall, jump and cross to the right, beat Lopar and go right but, don't fall in the lava! If you do, you're back to the beginning of the area.

9 Beat two Chintais to get in the cave.



Two Chintais will appear like rats from a hole. Beat them, and enter the cave. Don't go right. If you do, you'll pay!

3 Jump over the fallen bridge!

Right before you cross the bridge, Williams appears with his bat. Use your jump kick again to knock him down!!

4 Take Williams' bat.

After you knock Williams down with a jump kick, grab his bat and continue the chase. Then use another jump kick on the other Williams, and use the bat for a knockdown.

5 You can't get in the cave until you beat two Abobos.

You can't go to the next area until you knock these two down, and go in the cave! Try a jump kick, but don't get sandwiched!

ABOBOS' CAVE

CHINTAIS' CAVE START

TO MISSION 3 START

10 Throw the dynamite.

Williams is heaving dynamite! Throw it back at him before it blows!

11 Watch for falling rocks.

As soon as you go down the cliff, rocks will fall. Jump across the pit, but watch out for the rocks!

12 Climb up and down.

The door at the bottom right leads you to Mission 4, but before you get there, do a little more climbing up and down.

ABOBOS' DOOR START



ABOBOS' DOOR

TO CHINTAIS' CAVE ENTRANCE

13 If you beat all of the enemies, you'll go on to Mission 4.

Beat all of the enemies you meet, and the door to your next mission opens automatically. "Congrats"!







In Mission 4, the map is divided into three sections. There are only two scenes on the last map, but you will meet all Double Dragon's bad characters including the evil Shadow Boss. This is the ultimate test!

Start burnin' those Chintais.

Keep it up!

Say "bye-bye" to Abobo.

Lay out Lopar.


Who is the Shadow Boss and where is Marian?
Hop to it!
Don't lose your head
Pull for a victory.

CHALLENGE THE GAUNTLET FOR RETURN OF THE SACRED ORB!!

GAUNTL

MEET OUR 4 HEROIC GLADIATORS



Thor the Warrior

Thor is big and strong. The ax in his hand will mow down the toughest knight in one stroke. Thor, however, hasn't mastered any magic tricks.

Thyra the Valkyvie

She is a magnificent combatant with speed, strength, courage and especially strong armor to protect her.





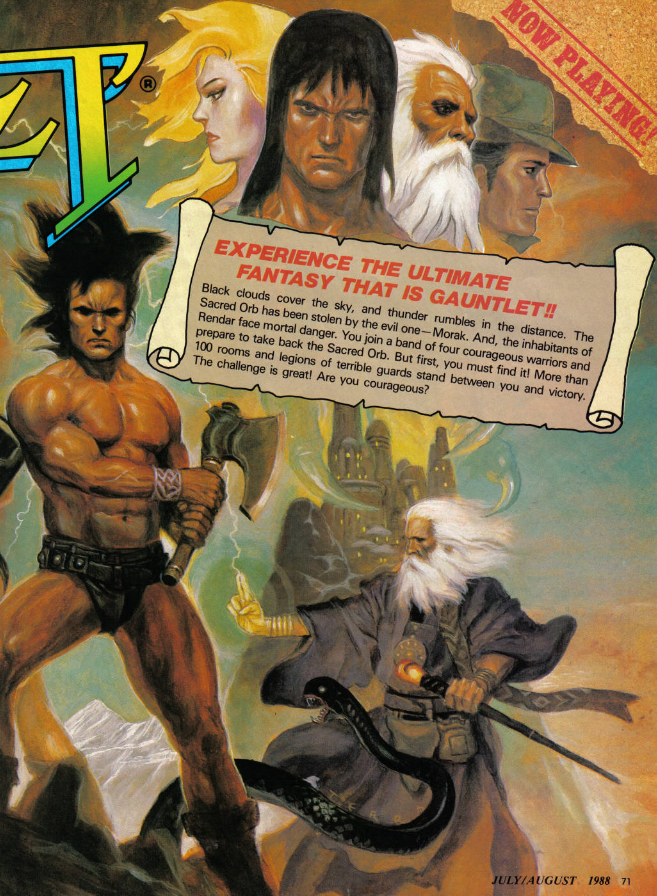
Merlin the Wizard

This guy is a "whiz" at magic. That's all he has, however, so don't try him at hand-to-hand combat.

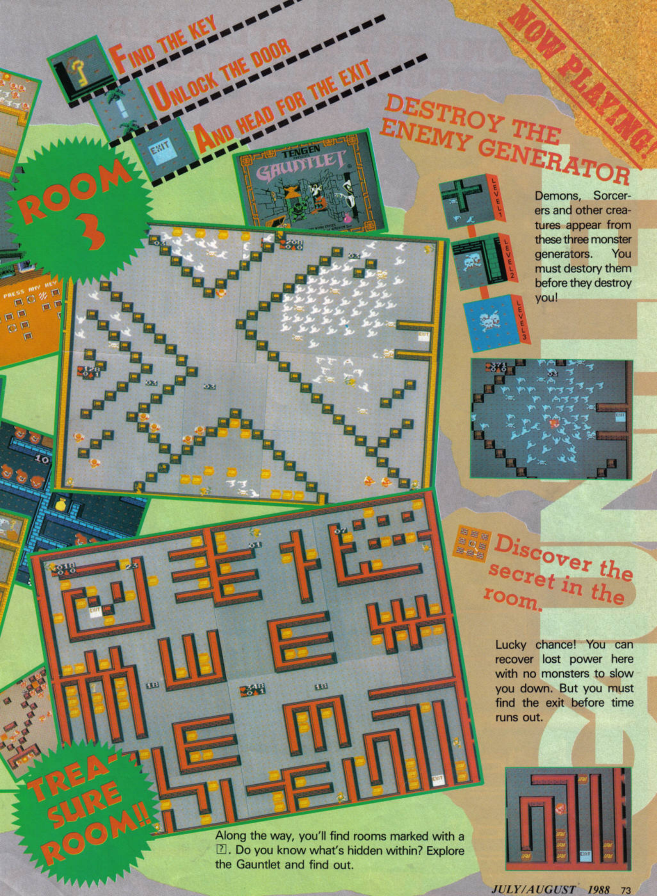
Questor the Elf

Questor really knows how to pour on the speed for a fast getaway, but his aim isn't so hot.




NOW PLAYING!
EXPERIENCE THE ULTIMATE FANTASY THAT IS GAUNTLET!!
Black clouds cover the sky, and thunder rumbles in the distance. The Sacred Orb has been stolen by the evil one—Morak. And, the inhabitants of Rendar face mortal danger. You join a band of four courageous warriors and prepare to take back the Sacred Orb. But first, you must find it! More than 100 rooms and legions of terrible guards stand between you and victory. The challenge is great! Are you courageous?


GAUNTLET HAS 100 ROOMS TO EXPLORE!!
ROOM 1
The Gauntlet is full of rooms that will terrorize and confuse you. But, you must keep searching. Use these maps to guide you through the first three. Then you're on your own!
PRESS ANY KEY
ROOM 2
These are super power up items.
Make the best use of these items when you find them. Some have a permanent effect, some are temporary. But all are needed to defeat Morak and his henchmen.
←EXTRA SHOT POWER POTION
←EXTRA SPEED POTION
TEMPORARY REFLECTIVE SHOTS →
TEN SUPER-SHOTS →
EXTRA FIGHT POWER POTION →
↓TEMPORARY REPULSION AMULET
←TEMPORARY INVISIBILITY
←BOMB POTION
←TEMPORARY INVULNERABILITY
1 PLAYER
2 PLAYERS



ROOM 3

FIND THE KEY UNLOCK THE DOOR AND HEAD FOR THE EXIT

DESTROY THE ENEMY GENERATOR

Demons, Sorcerers and other creatures appear from these three monster generators. You must destory them before they destroy you!

TREASURE ROOM!!

Discover the secret in the room.

Lucky chance! You can recover lost power here with no monsters to slow you down. But you must find the exit before time runs out.

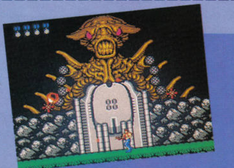
Along the way, you'll find rooms marked with a ?. Do you know what's hidden within? Explore the Gauntlet and find out.


BEYOND THE BATTLEFIELD
OVERCOME THE INVADERS
FROM OUTER SPACE!!
Our brave warriors have been given orders that will be nearly impossible to carry out. No one else is foolish enough to enter the base where the evil Aliens await. Will you be able to survive long enough to carry out your mission? The ultra-radical action is about to start—GOOD LUCK!!

NOW PLAYING!

CONTRA™

The year is 2631, and a mysterious meteor has landed on the Galga Islands in New Zealand. The Aliens have taken the first step towards controlling the Planet. Now, two years later, the Red Falcons have begun their final invasion of Mother Earth. Only these two courageous soliders can put an end to the Alien infestation. They are gifted with the skill of guerilla warfare. Entrusted with this dangerous mission, they have no alternative but to advance on the Red Falcons. Earth's survival depends on their success.





Zone 1 is horizontal action while Zone 3 is vertical. There are Power Capsules locked behind steel doors that you must find and use to your advantage. Missing just one could mean your demise. In your search for Power Capsules,



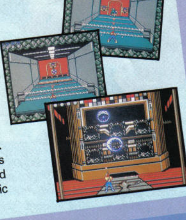
BLAST THE POWER CAPSULE

Power Capsules are stored throughout the base. If you shoot them and then pick them up, you can increase your power several different ways. For example, you can get Laser Energy, or Rapid Fire.

OPERATION "ALIEN WASTE" HAS BEGUN.

There are a total of 8 Alien Defense Zones that repel our commandos. Most of them consist of screens with both vertical and horizontal scrolling action. But Zones 2 and 4 feature 3-D battles. You can try to brave it alone, or take along a friend using the 2 player option.

INFILTRATE THE ALIEN BASE



Zones 2 and 4 are 3-D battles in the highly defended corridors of the Alien Base. Once you've broken through all the barriers blocking the corridor, you will encounter a powerful Alien creature. If you defeat it, you can proceed to the next level. It's not that simple though, as the enemy creature is protected by its own space-age electronic defenses.

however, a slight hesitation, one moment of indecision, and your Alien friends will cook your goose. Only lightning quick reflexes and enemy blasting acrobatics can save you. So, let the fun begin...

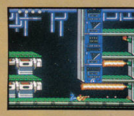
NOW PLAYING!

ARE YOU READY FOR ALIEN ANIHILATION?

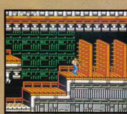


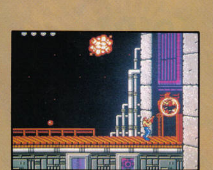
The defense forces get stronger as you penetrate further into the Base, and the Aliens aren't exactly happy to have company. You'll have to battle through freezing snow fields and a sizzling hot Alien Energy Zone. Muster all your courage and determination as only the most highly skilled will survive this nightmare. And if you should happen to fight your way into the heart of the Alien nest, a creature so horrible that it's beyond imagination, is hungrily awaiting your arrival. So tell me, are we having fun yet?















Jeopardy and Wheel of Fortune are the most popular TV game shows in the U.S. Now you can tune in, and play on your NES every day! Tune in the fun, the laughs, the challenge. Are you ready for Jeopardy? Pick your category and see if you can match the question to the answer that pops up. Or take a spin with Wheel of Fortune. Can you put the words together that make a saying with only a few letters to give you a clue?

Now from Hollywood to your



WHEEL OF FORTUNE™





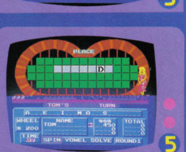
Okay contestants, here we go! This has all the action and fun of the real thing. Just like on TV, you have the game host and hostess. Just like on TV, they're here to help you play and unveil the glittering array of prizes. Just like on TV, you can buy vowels, compete in the lightning round. And if you make it to the final round, here's a hint that's guaranteed to boost your chances of claiming some hot prizes. These letters: r-l-n-t-s-e are the most often selected for the final round on TV. Good guessing and good luck!

1











answers

① IT'S ONLY THE TIP OF THE ICEBERG
② YOUNG MEN'S CHRISTIAN ASSOCIATION
③ SAVE IT FOR A RAINY DAY
④ SKYSCRAPER
⑤ SEASIDE



NOW PLAYING!

JEOPARDY!™

JEOPARDY!
COLLEGE | 4-LET WORDS | THE FUNNIES | CLASSIC MUSIC
$100 $200 $300 $400 $500
GREG CHOOSE A THE FUNNIES WAGER

Just as they say on TV—anything can happen in final Jeopardy. But before you see what happens for you, first you need to pick your category and start playing. Your Jeopardy host will get you started by showing you the five exciting categories. Then with just as many lucky guesses and mental challenges as they have on TV, you'll play your three rounds. Just like the real thing, you get to test your luck and skill in single, double and final Jeopardy. Will you have any money left to wager at the end? Anything can happen!

Can you guess the question to match these answers?

1

4 LETTER WORDS $100

WHAT ZORRO, THE LONE RANGER, & HALLOWEEN HAVE IN COMMON

WHAT IS A

2

4 LETTER WORDS $400

SOUND OF LOCOMOTIVE OR WITH *-A-LUG*, TO DRINK IN ONE LIFT OF THE GLASS

WHAT IS

3

4 LETTER WORDS $500

A TWIST IN A ROPE OR A MUSCLE STIFFNESS IN THE NECK

WHAT IS A

$ 2500 HOWARD

−$ 1000 NESTER

$ 100 ANNIE

answers ① WHAT IS A MASK? ② WHAT IS CHUG? ③ WHAT IS A KINK?



The "Now Playing" section of **Nintendo Power** features every single new-release video game now available or coming by the next issue for your NES. You've been reading our in-depth reviews of Double Dragon, Contra, Gauntlet, Wheel of Fortune and Jeopardy. Now you can look forward to more great games in the "Video Shorts" section of the magazine. Here you can take a peek at a long list of titles chosen for challenge, fun and excitement by our **Nintendo Power** magazine editor. These games are the hottest out there. You'll see a lot of your favorite arcade video games in the reviews as well as other hot favorites including spy, fantasy and science fiction games.

Legendary Wings™

from CAPCOM

™Capcom U.S.A. Inc.

In ancient times when the world was young, a dark force threatened the existence of mankind with total destruction. The power and might of this enemy of the land was so great that only Ares, the God of War, could bring forth an answer to the terrible threat. He singled out two brave young men, and gave them the wings of courage and love. And thus began the adventure of "Warriors of the Wings." Legendary Wings is an action-packed game that requires shooting skills and an ability to control many unique characters. In this game, you actually fly into combat with wings of your own. When you play this game alone, the enemies attack with incredible speed from unexpected directions. Even if you are skilled in other shooting games, you'll find this a big challenge. If you are a beginner at shooting games, you might want to have someone play with you, and study the strategies of the game until you get a handle on the action.

AIEEE!!

This creepy thing's head is sticking out of the ground! If you touch the smoke coming from its mouth, you will be sucked into a dangerous underground hallway.



Watch out! Dangerous characters are hidden in the depths of this two-level underground hallway and appear unexpectedly.



GET THE BONUS POINTS!!

If you get the bonus character in the middle of the screen, you can turn regular shots into twin razors.



IRON TANK™

™SNK Corporation of America

from SNK

The year is 1944. It's almost summer—June 5. The Normandy Coast of France is about to be invaded by the United States armed forces. The plan is to establish a beachhead, and then break through the front lines. You are a veteran commander, a man of iron, and you will spearhead the invasion. You head into an action-filled tank battle, invading and destroying the enemy positions. Negotiating through the front lines with a tank is a little tricky at first, but once you get the feel of it, everything in your path gets blasted out of the way fast! As commander, you are at the control of the mightiest fighting machine in the world—the Iron Tank.

They don't call you the Iron Man for nothing, and you'll need your will of iron to keep this monster heading in the right direction. Realistic graphics and sounds of battle add to the fast-action fun.



At the beginning of the game, there are only foot soldiers and smaller tanks. You shouldn't have too much problem.



Enemy attacks can come out of the blue.



A huge enemy Folten approaches!!



GUN.SMOKE™

™Capcom U.S.A. Inc.

from CAPCOM

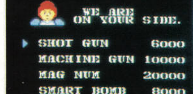
The smell of gunpowder seems to reach down every alley and into every building of a small mining town in the old West. Outlaws run rampant, busting up the town, robbing and stealing as they please. Billy Bob stands alone and fearless, ready to face the worst bandits out there. At the General Store, he can purchase what he needs to send these bad dudes to their final resting place on Boot Hill. Through a rain of rifle fire, gun shots and dynamite blasts, he coolly aims to rid the town of the meanest desperados this side of the Great Divide.







Once you have the "Wanted Poster," you can have a big showdown with the local bad guy.



Can't you give me a better deal than that, "pardner"?

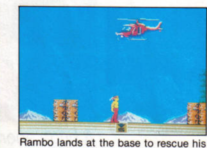


RAMBO®

from ACCLAIM

Here's a video game based on the all-time movie hit "Rambo." And it's just as fast and action packed in the video game version. The story goes that the combat-hardened Rambo, a Green Beret and hero of the Vietnam war, returns to Vietnam to rescue his buddies who were captured and are still held in the jungles of "Nam." In the rain forest, against the worst that nature and war can dish out, you search for the POWs that were left behind. The odds seem insurmountable. But you make it. You pull off a successful rescue mission, and make it back to the extraction point at the precise moment you are supposed to meet the chopper. But Murdock, a paper-pushing senior officer with no combat experience, won't let Rambo board the helicopter. After 36 hours of reconnaissance and rescue, the true mission begins.



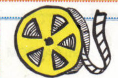


Rambo lands at the base to rescue his captured friends.

Your mission is to sneak into the enemy camp and find them. Are you up to it?

I'm not afraid of death. I feel better in prison.

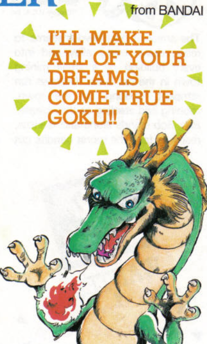
Important orders and information can be sent and received through on-screen communications.



DRAGON POWER™

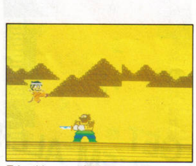
from BANDAI

This exciting adventure game is based on the classic Chinese story, "Hsi Yu Chi" (Monkey). There are lots of Kung Fu-like movements. You begin deep in the mountains where Goku and Nora start their incredible mission to find seven crystal balls. Ahead lies a long, dangerous and fantasy-like escapade as the two search for the crystals. The journey takes them through sultry deserts, deep into caves, and through battles with incredible monsters. But if they succeed in finding and claiming the crystal balls, Goku and Nora will be granted one wish by the Dragon Emperor. And this wish is their ultimate goal. Will they make it? Only time and many adventures will tell!

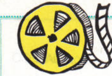




Goku's death-defying adventure now begins.



Take this powerful jump kick!



METAL GEAR™

™Konami Industries Co. Ltd.

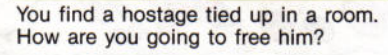
from ULTRA SOFTWARE

Imagine you've been given a mission to free hostages. This is the scene. Near the border of South America, a jungle fortress called "Outer Heaven" is under the control of terrorists. An evil Colonel is in power. A tyrant and dictator, he rules with bullets and bombs, turning harmless local villagers into brainwashed machines of world terror. But the worst is yet to come. This madman has created the ultimate nightmare—a dreadful weapon capable of spreading destruction around the globe. He calls this monster weapon "Metal Gear" and you, as the secret agent and spy, must set out on a mission to destroy it. Five heavily guarded fortresses block your way. To make matters worse, the only thing going for you is a pack of cigarettes! So, you have to obtain necessary information and weapons in enemy territory. The road to "Metal Gear" is hazardous. This is espionage at its most challenging!





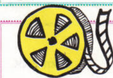




You find a hostage tied up in a room. How are you going to free him?



It's you against a heavy-duty tank. What now?



BIONIC COMMANDO™

™Capcom U.S.A. Inc.

from CAPCOM

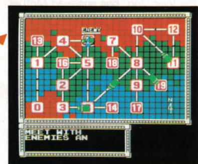
Super Joe has been captured by the Imperial Army, and you are his only hope of rescue. This daring mission will take you deep into enemy territory behind the front lines. You're going to have to move fast, think smart, gain power and use your arsenal of bionic weapons like the Wire Rope to complete your critical mission. Bionic Commando is as close as it gets to the real thing with vivid colors, fast action and realistic graphics. Get ready for a rip-roaring battle!



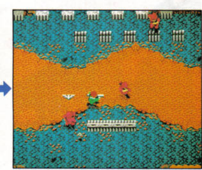
YEAH. I GOT IT!!



At the end of each area, there's a power source. Aim at the center of it and shoot missiles for a sure-fire victory.



Launch into action by guiding your chopper on the terrain map. Area "0" is your targeted starting point.



If your helicopter transport runs into an enemy troop carrier, you're in for a vicious fight.

CITY CONNECTION™

from JALECO

™Jaleco U.S.A. Inc.

Head out on the highway for a tour of the world's great cities—London, Paris, Frankfurt, Tokyo and more. You're driving in the big city, and you've got some big time authorities trailing you. Your best strategy is to heave oil cans at the cop cars that are in hot pursuit of you. If your aim is right on, you'll send them spinning in 360°s. Then try to bump them off the road. This is the life of hard knocks. And you are the one doing the knocking.



Steer clear of the dozens of cop cars swarming around under the freeway.





Yeow!! Watch out for that cat!



Next, take the high road—the upper highways—to adventure.



Ikari Warriors II: VICTORY ROAD™

from SNK

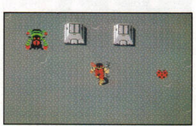
™SNK Corporation of America

The brave adventures of your favorite "Ikari Warriors" continue in this exciting tale of an urgent mission to save the world. The story goes that during a flight home from battle, the two Ikari Warriors suddenly hear a voice that seems to boom out of nowhere. The sky blackens. The clouds churn. And the voice thunders: "Hear me, warriors. Zang Zip, the War Dog, has enslaved Mother Earth. Only you can save us from his grip of evil." And so begins a new tale of adventure and daring as the two are thrown violently into a time warp, and sent spinning a thousand years into the future where they must test their mettle in a new challenge against Zang Zip and his minions. The Ikari Warriors are professionals trained to tackle the task that no others dare to try. Their destiny is battle. These are the Ikari Warriors—the only hope left for an earth seized in the grasp of evil.





One look at these monsters of the future, and you'll want to go back in time. But you cannot forsake your misson.



Out in front, two mysterious buildings sit alone out in the open. What's lurking behind them?



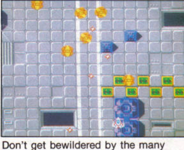
STAR FORCE™

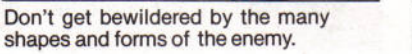
™Tecmo, Inc.

from TECMO

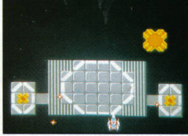


This is a space age, galactic battle more exciting than Star Wars! The action takes place on a vertical screen which keeps the scenes, the challenges and the characters moving fast. The ultimate goal of this game is to defeat "Gordess." But first, there are lots of battles to win, bonus points to gain and tricks to learn before you can claim your galactic victory. Your name is "Final Star," and only you can restore the peace that was lost 2,000 years ago.





Don't get bewildered by the many shapes and forms of the enemy.



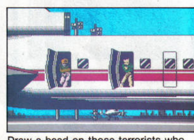
Get, the boss of Area A.



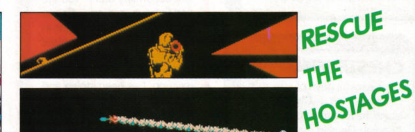
FREEDOM FORCE™

The name Freedom Force is a © of The Nylint Corporation, Sun Corporation of America

from SUNSOFT

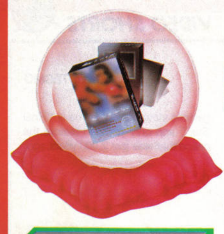


Draw a bead on those terrorists who show up from behind the doors that open.



"The Unknown Guerillas," an extremist group of terrorists, have taken over and occupied the airport. There are three ranks of these crazy maniacs, and you, the Enforcer, must find a way to break through them and reclaim the airport. Play as either "Rad Rex" or "Manic Jackson." Both are very tough cookies who have the firepower and the moves to make these guerilla nut cases move out. But be careful as you take aim. These extremists have taken hostages, and you don't want to hit these innocent victims with your Zapper—only the Unknown Guerillas.





PAK WATCH

A look into the future of NES Game Paks

Keep your eye on Pak Watch. We'll give you a glimpse into the future, with all the hottest news about what's coming next for the NES.

INDIANA JONES and the TEMPLE OF DOOM™

Indiana Jones is back! This time in an NES adventure from Mindscape. Indiana has his hands full with bad guys like Mola Ram, the evil priest, and the Thuggee Guards. Experience all the roller coaster thrills of the movie packed into an NES Game Pak.

CHESTERFIELD™

The peaceful days of sun and pleasure on Chesterfield Island have come to an end. General Gemon has turned the island into a battlefield. Your mission is to rescue Princess Karen, who was kidnapped by the cruel General Gemon, and save the kingdom. To do this, you need to find the secret treasure hidden deep in the underground maze. It's not easy!

TERRA CRESTA™

This is the spaceship dogfight of the century. Check your laser guns and get ready for action. You are up against the great devil Mandora in a contest to win back Mother Earth. But first you must beat 30 enemies before you earn your chance at the ultimate space fight against Mandora.

GOLGO 13™

Every second counts in this fast-action spy story. You are the famous ace spy, Sniper Golgo 13. You are caught in the web of an evil power struggle. A vial of "Cassandra G," a deadly biological warfare weapon, has been stolen and is about to be unleashed on an unsuspecting world. We've seen an advance copy of this one, and it plays out like a great spy novel. It adds a new twist to NES software. From Vic Tokai.



Can she be trusted?

1943™

Are you ready for the sequel to 1942? Fly into the middle of a dogfight during the famous "Battle of Midway" in this fast-moving, high-flying new video game, 1943. Capcom has packed this new game with high action and a new password feature. Watch for it.



Battleships are just one of the enemies you'll need to contend with.

ZELDA II— THE ADVENTURE OF LINK™

The latest word on Zelda II is that it will definitely be available in stores by October. Zelda is waiting for you to awaken her from the sleeping spell that has been cast upon her. "Hang on Zelda, it won't be long now. Your nightmare will soon be over!"—Link

JACKAL™

Jackal is a code name for a small scale commando raid. Your mission as a member of Jackal is to rescue the POWs from enemy territory. Your mission begins as you and your jeep parachute into enemy territory. Good luck!

WORLD GAMES™

Milton Bradley's World Games are about to commence, with events from eight different countries:
Log Rolling (Canada),
Slalom Skiing (France),
Barrel Jumping (Germany),
Sumo Wrestling (Japan),
and more...A real international competition!

ROBOCOP™

Just like Indiana Jones, Robocop is a new Game Pak based on a movie. Data East will soon be introducing this near future science fiction adventure. The NES characters are not quite as statuesque as in the movie, in fact, they look a whole lot friendlier.

BLASTER MASTER™

About the only thing we know so far about this game is its name. But from the sound of the title, we expect it to be another high action game from Sunsoft.

LEE TREVINO'S FIGHTING GOLF™

This new golf game from SNK is endorsed by champion golfer Lee Trevino. There are two courses, and you can choose to play a round as one of four different players.

XENOPHOBE™

In this forthcoming sci-fi game, your goal is to exterminate the "Xenos." It has a unique split screen feature that allows two players to explore different areas of the space station. By Sunsoft.

EMPIRE CITY 1931™

The year is 1931, and the Empire City is being terrorized by gangsters. We're told you'll meet up with El Nino, the leader of the Mob, in this underworld struggle from Acclaim.

PLATOON™

Sunsoft is now working on an NES version of this game that was first an Academy Award winning movie, and then a computer game. You must forge your way across six areas, through jungles, villages, a tunnel network, bunkers and foxholes.

MARBLE MADNESS™

This arcade hit will soon be available for the NES. Roll your marble down the raceway, expertly avoiding enemies and traps as you work your way toward the goal. It's easy to catch on, but once you've started, it's not so easy to stop!

SIMON'S QUEST™

You'll soon be playing the sequel to Konami's Castlevania. You are Simon Belmont, and you thought you had beaten the dreaded Count last time. But alas, he cast an evil spell on you and the only way to break it is to put him back together again (Oh No!).

LIFE FORCE™

Konami is also preparing to bring you Life Force, a sci-fi action thriller. Save the Milky Way from the all engulfing, planet eating alien Zelos by blasting your way through the galaxy in either the Vic Viper, or the Road British Space Destroyer.

CALIFORNIA GAMES™

Hey sports fans, surfs up in this Milton Bradley release expected out early next year. Cruise through six Californian events like skateboarding and surfing. The competition really heats up when you register up to eight different players.


NINTENDO POWER
PLAYERS POLL
OVER 60
JUST FILL OUT OUR PLAYER'S POLL SURVEY AND
GRAND PRIZE 1
ANY 10 GAMES OF YOUR CHOICE!!
TEN GAME LIBRARY OF YOUR CHOICE. THAT'S RIGHT,
10 HOT TITLES ALL AT ONCE, NOW THAT'S PLAYING WITH POWER!
ONE OF 10
SUPER MARIO BROS. 2
GAME PAKS
THE HOTTEST NEW GAME
FOR THE NES CAN BE
YOURS IF YOU ARE
A LUCKY WINNER.
SUPER MARIO BROS. 2
SUPER MARIO BROS. 2
MARIO MADNESS

PLAYER'S POLL

Using the post card below, answer the following questions and your name will be entered in our Player's Poll Contest!

A. In general, how did you like the premier issue of Nintendo Power?
1. It's Great
2. It's OK
3. I didn't like it

B. Do you plan on subscribing to Nintendo Power?
1. I already have
2. I plan to soon
3. I haven't decided
4. I'm not interested



C. How many Game Paks do you currently own?
1. 1-3
2. 4-6
3. 7-10
4. 11-15
5. 15+

D. How long have you owned your NES?
1. 0-6 mos.
2. 7-12 mos.
3. 12-18 mos.
4. 18+ mos.



E. Of the game reviews below, which two did you enjoy the most?
1. Super Mario Bros. 2
2. Zelda—The Second Quest
3. Baseball Roundup
4. Double Dragon
5. Gauntlet
6. Contra
7. Wheel of Fortune/Jeopardy

Please use the list of game titles (1-87) on the next page to answer the following questions.

F. What two games would you most like to see reviewed in a future issue of Nintendo Power?

G. What three games are you planning to purchase next?

H. Please indicate, in order of preference, your 5 favorite games.

tear off here.

Answers to the Player's Poll

Name Jeremy Salsman Tele. (612)-758-2723

Address RR. 2, Box 527

City New Prague State MN Zip 56071

Fun Club Membership [redacted] Age 13 M ✓ F ____

Please indicate your answer in the appropriate box that corresponds to the survey above.

A. 1. It's Great ✓ 2. It's OK ____ 3. I didn't like it ____

B. 1. I already have ✓ 3. I haven't decided ____
2. I plan to soon ____ 4. I'm not interested ____

C. 1. 1-3 ✓ 2. 4-6 ____ 3. 7-10 ____ 4. 11-15 ____ 5. 15+ ____

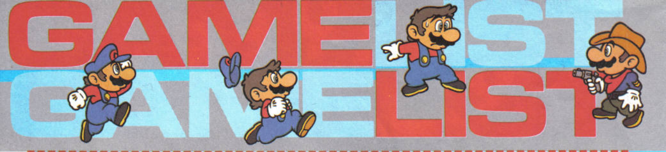
D. 1. 0-6 mos. ✓ 2. 7-12 mos. ____ 3. 12-18 mos. ____ 4. 18+ mos. ____

E. a. 1. b. 2.

F. Indicate Numbers 1-87 (list on next page) a. 12 b. 44

G. Indicate Numbers 1-87 (list on next page) a. 44 b. 87 c. 53

H. Indicate Number 1-87 (list on next page)
a. 87 b. 75 c. 44 d. 43 e. 38



Use this list to answer questions F, G, and H.

1 10-Yard Fight
2 1942
3 1943
4 3-D World Runner
5 Alpha Mission
6 Arkanoid
7 Athena
8 Bases Loaded
9 Bionic Commando
10 BreakThru
11 California Games
12 Castlevania
13 Chesterfield
14 City Connection
15 Commando
16 Contra
17 Deadly Towers
18 Donkey Kong
19 Donkey Kong Jr.
20 Double Dragon
21 Double Dribble
22 Dragon Power
23 Duck Hunt
24 Excitebike
25 Lee Trevino's Fighting Golf
26 Freedom Force
27 Galaga
28 Gauntlet
29 Ghosts 'N Goblins
30 Golf
31 Goonies II
32 Gotcha!
33 Gradius
34 Gun Smoke
35 Hogan's Alley
36 Ice Hockey
37 Ikari Warriors
38 Indiana Jones and the Temple of Doom
39 Iron Tank
40 Jackal
41 Jaws
42 Jeopardy!
43 Karnov
44 Kid Icarus
45 Kung Fu
46 Legend of Kage
47 Legendary Wings
48 Lode Runner
49 Major League Baseball
50 Marble Madness
51 Mega Man
52 Metal Gear
53 Metroid
54 Mike Tyson's Punch-Out!!
55 Pinball
56 Pro Wrestling
57 Rad Racer
58 Rambo
59 R.B.I. Baseball
60 Renegade
61 Ring King
62 Rush 'N Attack
63 Rygar
64 R.C. Pro-Am
65 Section Z
66 Side Pocket
67 Spy Hunter
68 Solomon's Key
69 Star Voyager
70 Super Mario Bros.
71 Super Mario Bros. 2
72 Super Pitfall
73 Tennis
74 Terra Cresta
75 The Legend of Zelda
76 Tiger-Heli
77 Top Gun
78 Track & Field
79 Trojan
80 T & C Surf Design
81 Victory Road (Ikari II)
82 Wheel of Fortune
83 Wizards & Warriors
84 World Games
85 Xenophobe
86 Zanac
87 Zelda II—The Adventure of Link

MORE TO COME!

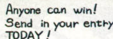


Place Stamp Here

Nintendo Power
P.O. Box 97033
Redmond, WA 98073-9733



CONTEST!!



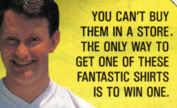


WINNERS

YOU COULD WIN ONE OF THESE GREAT PRIZES

ONE OF 50

EXCLUSIVE NINTENDO POWER JERSEYS



Official Rules (No Purchase Necessary)

1. To enter, just fill out the Player's Poll response card. Or, print your name and address on a plain 3×5 piece of paper, and mail to:

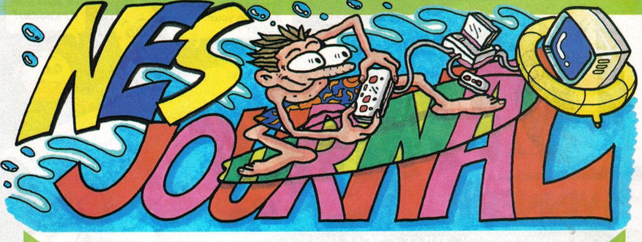
   NINTENDO POWER
   Player's Poll Contest
   P.O. Box 97033
   Redmond, WA 98073-9733

   One entry per person please. All entries must be received no later than September 30, 1988. No responsibility is assumed for lost, stolen, or misdirected mail.

2. Winners will be selected in a random drawing from among all eligible entries received, on or about October 31, 1988. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No substitution for prizes is permitted. All prizes will be awarded.

3. Contest not open to employees (or their immediate families) of Nintendo of America Inc., or their affiliates or agencies.

4. This offer is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.



WIRE INTO THE NES PIPELINE ON WHAT'S HAPPENING AROUND THE WORLD.

World News

"DRAGON QUEST III"—the RPG released in February is the talk of Japan today! Players from all over the country are so crazy about this game that a representative of its creator ENIX proclaims, "We expect total sales of 5 million!"

Ninjas and Kung-Fu Masters are no longer heros to Japanese players since they are now being replaced by warriors and sorcerers who bravely confront dragons with their swords and shields.



A story players can relate to, graphics of fine quality, great sounds, programming, techniques capable of combining these into one single game. These are the secret ingredients that make this a masterpiece among games.



Japanese players waiting in line to buy Dragon Quest III.

It is rather odd to find American born, sword and magic games making one great hit after another in the eastern country of Japan.

Anyway, it will be quite interesting to see the reaction of the U.S. market once this is converted into a NES game.



VINDICATORS



Smokin' up the charts of hot new arcade games this summer is a futuristic tank warfare adventure game called Vindicators. As team commander of SR-88 Strategic Battle Tanks, you use throttle controls with thumb and trigger buttons to steer and command an arsenal.

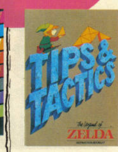
Players can select their starting point and are rewarded with a cache of stars for accepting a greater challenge. The game even comes with a built-in contest feature that allows players to win a free Vindicators T-shirt (In U.S. market only except where prohibited by law).



BOOKS

The Official Nintendo Player's Guide

POWERFUL READING! Now you can play to win with The Official Nintendo Player's Guide. It's packed with tips, tricks and inside information from the experts on more than 90 video games for your NES. You can order this $19.95 guide at the special Nintendo Power price of $11.95 by giving your VISA/Master Card number to our Customer Service Department at 1-800-422-2602. While supplies last!



'Zelda Tips & Tactics'

SUCCESS STORY. Here's just what you need to conquer the evil and mysterious Ganon. You'll discover shortcuts. Find out how to get information. And discover clever ways to conquer enemies and save the Princess! You can order this booklet for $4.95 by giving your VISA/Master Card number to our Customer Service Department at 1-800-422-2602.

EVENTS

Konami Awards Top Gun Title



Four finalists launched their mighty F-14 fighters to battle for the coveted "Top Gun" title in the finale to Konami's Top Gun Video Game Shoot Out Contest. When the dust cleared, judges tallied up the scores and awarded Devin "Devil" White of Minneapolis, MN, the Top Gun title and first place prize of $5,000.



Giving the "Thumbs Up" signal are, from right to left: Jay Laughlin, Devin White, Mr. Yamaguchi of Konami, Jack Sprague, Marvin Henderson and Emil Heidkamp of Konami.

MOVIE

VIBES

Cyndi Lauper, the high energy rock singer who proved girls are not the only ones who wanna have fun, is finally bringing her magic to the motion picture screen in VIBES. This romantic comedy adventure features Lauper and Jeff Goldblum (THE FLY) as two mismatched psychics who are brought together by an incompetent but eager entrepreneur played by Peter Falk. Soon, the three find themselves on a wild adventure in the mountains of Equador. VIBES also stars Julian Sands (GOTHIC, SIESTA) and Goggy Gress, and is executive produced by Ron Howard (the director of COCOON and this summer's fantasy, WILLOW).

Lauper, had a brush with the movies three years ago when she recorded the title song for THE GOONIES. VIBES's producers no doubt hope their film will successfully bring Lauper's bubbly energy to the screen so they can create good vibrations of their own at the box office.

PEE-WEE'S BIG TOP

Pee-wee Herman is back in a comedy adventure, BIG TOP PEE-WEE. This time around, Pee-wee portrays an enterprising young farmer who enjoys life and the love of Winnie, the local schoolteacher. But everything is soon turned upside down when a traveling circus comes to town featuring the dazzling beauty, Gina. Pee-wee falls head over heels for the lovely trapeze artist and quickly finds himself in a torrid love triangle beneath the big top. Joining Pee-wee on his adventure is Kris Kristofferson (A STAR IS BORN, TROUBLE IN MIND) as the dashing Mace Montana, Penelope Ann Miller (BILOXI BLUES) as Winnie, Valeria Golino as Gina, and Vance the pig as Pee-wee's ever faithful sidekick. Vance is no doubt the reason Pee-wee has described his new film as not only a "sexy love story," but also "a buddy picture."



EIGHT MEN OUT

"From the start, baseball was our national passion," says screen-writer/director John Sayles. In his new movie, EIGHT MEN OUT, Sayles tries to show this passion amid one of the most dramatic scandals in baseball's history. The setting is the 1919 World Series where the team most favored to win, the Chicago White Sox, in fact lost because a majority of the team's players conspired with gamblers to throw the series. The players had legitimate grievances against their notoriously cheap manager, but their actions were viewed as a betrayal of the public's trust. Eight men were eventually banned from playing baseball. EIGHT MEN OUT features Charlie Sheen (PLATOON), John Cusack (STAND BY ME), D.B. Sweeney (GARDENS OF STONE) and Christopher Lloyd (BACK TO THE FUTURE), and is based on the book by Elliot Asinof. This is the second film on baseball this year, following on the heels of last month's BULL DURHAM, starring Kevin Costner.





CELEBRITY PROFILE! KIRK AND CANDACE CAMERON

These two celebrity siblings pop up on your TV screen more often than Mario and Luigi! Kirk and Candace Cameron appear weekly on two of the most popular shows on prime time—"Growing Pains" and "Full House."



Nintendo fan Kirk Cameron, Star of TV's popular "Growing Pains."

Television audiences across the U.S. know 17-year-old Kirk Cameron as Mike Seaver in the hit comedy series "Growing Pains." What most people don't know, however, is that Kirk is a dedicated Nintendo fan.

This popular young actor is busy with his acting, but still finds time to enjoy Nintendo games with his friends and three sisters. And, occasionally, with his parents who enjoy Nintendo's "Golf" and "Pinball" games.

His sister, 12-year-old Candace Cameron, plays D.J. on the ABC television series "Full House" and is featured in the soon-to-be-released movie "Punchline" with Sally Fields and Tom Hanks. Candace says she has rescued the mushroom princess in "Super Mario Bros." many times, but has yet to rescue Zelda, although she has spent numerous hours attempting to do so. Kirk, on the other hand, has different obstacles to overcome.

"I am having problems getting past the Amoeboids (meatballs with arms) in Gradius," explained Kirk. "I think that I'll have to place a call to the game counselors soon!"

According to Kirk, many of his friends play NES as well. In fact, they share many of their game paks. At the time of this interview he had a friend over at his house trying his hand at "Super Mario Bros." Kirk, who said he's rescued the princess "a million times," had a word of advice or two for his friend on how to succeed at the game.

According to Candace, the NES is popular on the set of "Full House." Unfortunately she can't play because she's too busy working. "I play a lot at home, though," she said.

A few of their current favorite games include "Rygar," "Super Mario Bros.," "The Legend of Zelda," "Gradius, and "Pinball."

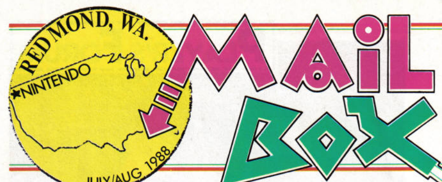
An active spokesperson for Nancy Reagan's "Just Say No" anti-drug campaign, Kirk also finds time between his acting and video game adventures to enjoy racquetball, working out at the gym and spending time at the beach with his friends. Fans should look for him in an as-of-yet untitled movie co-starring Roy Scheider and Jamie Gertz.

Candace enjoys playing the piano and spending time with her friends. In addition to "Punchline" and "Full House," she can be seen in an upcoming movie-of-the-week called "I Saw What She Did."

LEFT: Candace Cameron, far left, Joins the cast of "Full House."



LEFT: Kirk joins Jeremy Miller in some NES Fun in a "Growing Pains" episode shown last season.



GAMES, GAMES, GAMES
Dear Nintendo

I've read that Howard Phillips has close to 300 games for the NES. I would like to know if it is possible for you to send me some of the names of the games he has? Also, are they ever going to be made available for the public? Oh, I almost forgot—could you tell me the exact name of the theme song of Spy Hunter?

P. Durr
Brooklyn, NY

Be patient, there are already over 100 games available for the NES. The best of what Howard reviews will surely make it to the stores. By the way, the music from Spy Hunter is the theme from "Peter Gunn."

KAGEY PLAYER
Dear Nintendo

If you're like I am, that is, crazy about martial arts, The Legend of Kage is the game for you. I don't see how they get all this fun and adventure on one Game Pak. In the game you are Kage, a young Ninja warrior with one dangerous task: to save the Shogun's daughter, Princess Kiri, from the clutches of the evil warlord, Yuki. On your journey you will encounter evil Ninjas, fire-breathing monks, and even Yuki's right hand man, Yoshi. You are armed with two weapons: your Ninja sword and a limitless supply of star knives that can be hurled at your opponents like stones. If you wish to be reunited with your beloved Kiri, you must prevail. Sound fun? Think you have what it takes? Purchase The Legend of Kage, a game which you will treasure.

Michale Johnson
Durham, NC

GO GRANDMA!
Dear Nintendo

Our grandson, Chad McElroy (7 yrs.), received a Nintendo System and games from Santa this year. They were visiting our farm and therefore we got a good preview of this game. He decided to leave his NES at the farm for the time being and so each Friday he and I have been playing. We have played Super Mario Bros., 1942, Commando, and Kung Fu...

BUT—while Chad is home, I am left with the NES. I have been practicing and I think that he will be suprised that I am getting very close to at least seeing the hostages before I bite the dust in Commando.

Chad decided to take the NES home so that he and his friends could play. I told my husband that we must get another system for Chad when he comes to the farm on Fridays. After searching the Dallas area, I finally found one. I have it installed and now we have one at the farm and one in the City.

This story must be somewhat boring to you, but considering that Chad is 7 and I am 55, it shows your market potential.

June Mayfield
Dallas, TX

Thanks for writing. We think you're right—the NES is fun for kids of all ages. We wish we heard from more players in your age group. (We know you're out there).

A SHARED IDEA
Dear Nintendo

My friends and I have a club called the Videoizers... Here are a few suggestions for some other clubs. Try saving up weekly for a new tape every month. So far our club has 13 tapes. In our club we save a few dollars a week for extra money to call the Nintendo Hotline. A friendly game counselor kindly helps us out when we have trouble on something.

The Videoizers
Maiden, MA

Great idea! Thanks for sharing it with us.

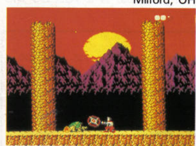
POINT OF VIEW
Dear Nintendo

The game Rygar has some of the best graphics Nintendo has ever used. Besides this, the music and character interaction in this game are superb. The music is very appealing to the player and does not make he/she bored after lengthy play. To give a better sense of action in the game, the characters are animalized and have special, unique ways of moving around. There is also a wide variety of creatures so you don't get tired of the same ones over and over again. Another very good point to mention are the different views in which Rygar, the main character, is shown. The two views used are the horizontal view, and the view of looking down from the helicopter. Usually a game has only one view on the character, but Rygar shows the intensity of combination. In con-



clusion, Rygar, to me, is one of the better graphic games put out for the NES and I would recommend it to anyone longing for action and adventure.

Bill Harrington
Milford, OH



IT'S NOT EASY

Dear Nintendo

Metroid has to be one of the best games ever made, at least the most challenging. Anyone who plays this game cannot say it's easy. You really have to use your mind for this game.

The things that make this game so popular are the graphics, sound, the challenge, and the enemies.

Sooner or later you will figure out the secret passageways. There are a lot. You must go back and read the instructions to get more clues. If you don't want to get lost in this planet, you must make maps.

Another great thing is that you do not get many free weapons, you have to earn them. It is not easy to find them all, there are a lot of secrets. If you have this game or are going to get it, you will enjoy it for a long, long time. Keep making more games like this!

Jason Nute
Beaverton, OR

A lot of players share your sentiments about Metroid. There are many secrets yet to be discovered. So, if you find any new ones, be sure to let us know about them.



THREE POINTS

Dear Nintendo

Double Dribble is super awesome. Just set the time per quarter, skill, level, and even team and the game is at your fingertips. Every move is crucial. This game is hot! It's got everything as in real basketball; free throws, block shots, switching defenses, rebounds, rim rockin' slam dunks, and my favorite, three-point shots. If the three-pointer goes in, it makes a big blast and the fans cheer in excitement. Shoot a desperation shot and with the right touch, it will go in. The background cheer makes you hang from your seat.

I would not trade this game for anything. It's my Number One game. If this game was more realistic, you would be playing in the NBA. This game has improved my basketball skills, honest! If you have the means, I recommend picking one up.

Rodolfo Robles
San Ysidro, CA

GUIDANCE

Dear Nintendo

My friend has recently bought your basic set. In doing so, he acquired "The Official Nintendo Player's Guide." If it is possible, may I request one?

Wayne Wolleson
Saratoga, CA

You can buy it at many of your favorite NES retailers. Or, order by credit card for $11.95 by calling 1-800-422-2602.



PLEASE SEND US YOUR LETTERS!

If you have a question, or comment, write to:

NINTENDO POWER—MAILBOX
P.O. Box 97033
Redmond, WA 98073-9733



NES ACHIEVERS

Here are the hottest Nintendo game scores around. If your scores amaze your friends and yourself, send them in! We'll publish the best in upcoming issues. Will you be the next NES ACHIEVER?

1942

Joel Head	Morrison, CO	447,800

ARKANOID

Mike Lehmam	Colonia, NJ	206,740

BALLOON FIGHT

Daniel Nash & Nalo Morales	San Pedro, CA	999,750

CASTLEVANIA

Chris Boswell	Channelview	999,999
Vam Lam & Jason Tong	Alhambra, CA	999,910

COMMANDO

Stephen Mckeon	Brooklyn, NY	999,900

CONTRA

Carlos Tarares	Fremont, CA	938,200

DONKEY KONG

Tyronne Vias	New York, NY	150,700

DUCK HUNT

Butch Jones	Chatsworth, GA	970,000
Yos Arthachinda	Rockville, MD	914,100
Cynthia Lowe	Rockland, WI	729,000
Robby Emery	Charleston, SC	563,300
Scott Cain	Phoenix, AZ	528,500

EXCITEBIKE

		Track	Time
Tom Williams	Madison, WI	1	54:43
Tommy Hazelton	Denham Springs, LA	1	54:60
Basel Nasser	Costa Mesa, CA	1	54:68
Mike Spence	Newark, CA	1	54:70
Chad Fuggi	Wallingford, CT	1	54:97
Steven Bennett	Kaneohe, HI	1	55:00
Mandy Weaver	Burney, CA	1	55:00
Joseph Salez	Grand Junction, CO	1	55:15
David Greenfield	Elmwood Park, IL	1	55:16
Tom Fugua	Amarillo, TX	1	55:26
Howord Hannon	Elizabeth, IN	1	55:39
Michael Barrow	Indianapolis, IN	2	52:81

EXCITEBIKE

		Track	Time
Brian Castorena	Fresno, CA	2	52:94
Dan Orr	Drexel, Hill, PA	2	54:43
Erik Power	Olympia,WA	5	58:96
Paul Barry III	Wichita, KS	5	1:00:20

GOLF

		strokes
John Sullivan	Brighton, MA	−20, 52
Alex Vaishville	Santa Clara, CA	−20, 52
Richard Hanson	Gresham, OR	−19, 53
Dirk Hoehn	Belmar, NJ	−19, 53
Neil Lizaso	Evanston, IL	−19, 53
Robert Peregoy	Canton, OH	−19, 53
Ken Schoener	Euless, TX	−18, 54
Ron Fukugama	Napa, CA	−16, 56
Rodger Zimmerman	Conway, AS	−15, 57
Dan Drissell	Ballwin, MO	−14, 58
Stan Traxler	Redmond, WA	−12, 60

GRADIUS

Steve Charleston	Lincoln, NB	3,729,400
Linda Hemingway	Salt Lake City, UT	1,191,100
Danny Medal	Miami, FL	625,900

HOGAN'S ALLEY

Jason Wilson	Iowa City, IA	999,900
Chad Harrigan	Sacramento, CA	999,800
James Curcuruto	Port Jervis, NY	998,200
Joshua Weingard	Lake Carke Shores, FL	988,400
Kristopher Nelson	New Brighton, MI	826,100
Mike Detloan	Milford, MI	691,900
Nakia McCauley	Wakefield, MA	648,900
Will Griffith	Antioch, TN	587,900
Kris Fuston	Jasper, TX	563,500
Stephen Thomas	Davinport, IA	562,200

JAWS

David Politzer	Columbia, MD	245,910
Joel Wolitzer	W. New York, NJ	217,740

KARATE CHAMP

Adrian Luna	Laurel, MD	148,600
Debra Markarian	Chelsea, MA	50,000

PLAYER'S FORUM

Game	Name	Location	Score
KARATE KID			
	Ulises Caraballo	Bronx, NY	9,999,900
KID ICARUS			
	David Campbell	Ft. Leonard Wood, MO	9,999,999
	Warren Chang	Flushing, NY	9,999,999
	Brian Gatti	Manhasset, NY	9,999,999
	Gary Herman	South Orange, NJ	9,999,999
	Jim Hernandez	Fremont, CA	9,999,999
	Jarrad McEnelly	Anna, IL	9,999,999
	Erik Nelson	Newport, CA	9,850,844
	Adam Smith	Newport, CA	9,850,844
KUNG FU			
	Heide Karne	Palm Desert, CA	427,440
	Scott Dowalo	Idaho Falls, ID	409,190
	Erik Robinson	Rochester, MI	337,550
	Brian Landrum	Dallas, TX	316,920
LODE RUNNER			
	Juan Linarte	Brownsville, TX	112,600
MEGA MAN			
	Brian & Jeff Pasicha	Arlington Heights, IL	9,999,999
PINBALL			
	John Bussiere	Pawtucket, RI	633,810
RUSH 'N ATTACK			
	TJ Hoffman		2,150,300
	Mike Snowhill	Franklin, NJ	1,090,200
SOLOMON'S KEY			
	Mike Nedley	Chatham, NJ	1,276,920
SUPER MARIO BROS.			
	Cliff Blezinski	North Andover, MA	9,999,950
	Jayson Burkel	Allen, TX	9,999,950
	Leon Darst	Springfield, OH	9,999,950
	Alan Frank	Medford, MN	9,999,950
	Jeff Hacker	Columbus, OH	9,999,950
	Jason Harens	Hamilton, IL	9,999,950
	Erik Haynie	Hood River, OR	9,999,950
	Jeremy Klarner	Shawnee, KS	9,999,950
	David Madden	Rockford, IL	9,999,950
	Ellen Majewski	Stratford, CT	9,999,950
	Jeff Marsden	Pekin,IL	9,999,950
	Ricardo Morales	Springfield, NJ	9,999,950
	Jon Pfendler	Indianapolis, IN	9,999,950
	Mary Phong	Baltimore, MD	9,999,950
	Jason Reynolds	Chesterfield, MO	9,999,950
	Stephen Richardson	Irvine, KT	9,999,950
	Dave Stayner	Niagra Falls, NY	9,999,950
	Mark Wilkinson	Salisbury, MA	9,999,950
	John Yochim	Sterling, VA	9,999,950
	Andrew Yocum	Mishawaka,IN	9,999,950
TOP GUN			
	Eric Sargent	Sumrall, MS	114,700
WILD GUNMAN			
	Josh Dearmore	Morrison, CO	782,700
WRECKING CREW			
	David Nierstad	Merrimack, NH	1,202,600
ZANAC			
	Matt Patterson	Denver, CO	1,918,450

Take your best shot!

Do you ever wonder how you stack up against other NES players on your favorite games? You can check it out right here in every issue. We'll print all the outstanding scores we receive from our readers. Would you like to see your score in the next issue?

First, we need evidence of your great achievement, so be sure to capture it on film. For best results, use a 35 millimeter camera, turn off all of the lights in the room (make it nice and dark), and don't use a flash. Take a couple of shots, and send us the best one.

Some days do you just know you are going to be hot? Well, when you get that "ain't no stopping me" feeling, follow the Boy Scout motto and "Be Prepared." Get out the camera and make sure there's film in it, so you don't miss a golden opportunity to document your potentially record breaking accomplishment.

We want to hear from as many of you as possible. So, warm up your thumbs, crack your knuckles, rub the sleep out of your eyeballs and get ready to score! Mail your photo, along with a note listing the game, your score, your name and address, to:

NINTENDO POWER
NES ACHIEVERS
P.O. Box 97033
Redmond, WA 98073-9733

You might also want to include a picture of yourself so we can see what a true video wizard looks like!



VIDEO SPOTLIGHT

EVENTS WITH READERS

The spotlight's on you! These players wrote in to tell us about their video prowess. We think you'll agree they all qualify as Power Players!

Our club is called the NES Masters. We know right off who our Power Player is! His name is "Ace Ebb." He writes to Nintendo all the time telling them his accomplishments on games. His hobbies are playing Nintendo games, period. He has no pets, instead he plays Nintendo all day! He beat Metroid in three days, Tyson in five, saved Zelda in five, and finished Super Mario Bros. in five.

NES Masters
Chicago, IL



Power Player "Ace Ebb"

Of the many people in our Nintendo playing group I chose Mike Wetch. He was the first person I know to beat Mike Tyson. He was also the first person to beat the Great Puma, he was the first person to get to the end of Rush 'N Attack, and he was the first person to beat the Level 3 team on Double Dribble. He only owns (or has owned) one of the games mentioned.

Some of the tips he told us about Mike Tyson's Punch Out!! were: be ready to dodge Tyson's uppercuts for the first minute and thirty seconds in the first round; in the second round when Tyson's eyes flash red, he'll try to hit you. Move, and hit him in the face and he'll get knocked down.

The reason he was good at Pro Wrestling was because he played Track & Field a lot and he always pressed the A and B buttons fast enough to beat the Puma.

His tip on Double Dribble was practice makes perfect!

Mike lives in a family of four. He has a cat named Kitty. He loves to play Nintendo and his favorite games are Renegade, Double Dribble, and (I think) Zybots.

He really is indeed a Power Player!

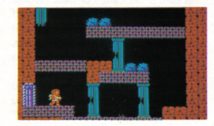
Jed Salminer
Yakima, WA

In your 1988 Feb-Mar edition you asked for some Power Players. I think I am a very good player. My best game is Super Mario Bros. On my best game I had 160 extra men with over 1,100,000 points without time warp. My fastest game without warping and saving the Princess was 10 minutes and 23 seconds. I believe I have found every single hidden surprise in the game. I have saved the Princess four times in one game without losing more than 2 men. I also have never been beaten. I don't think (I'm not sure) that there is a better player at Super Mario Bros. than I am. I just hope that someday I find a better player because I always like a good challenge.

Trey Sullivan
Raymore, MO

The Power Player where we live is a fellow by the name of Kevin Stephens. He can break all the records. He has solved Super Mario Bros. in two weeks, The Legend of Zelda in one week and five days, Metroid in three weeks, Kid Icarus in one weekend, Renegade in one weekend, Top Gun in one month, and Mega Man and Rygar in less than four days. He is looking forward to your new Game Paks Contra, Gauntlet, Ikari Warriors II, Super Mario Bros. 2 and Double Dragon. He is an official member of the Nintendo Fun Club and his favorite game is Ikari Warriors because of teamwork. He says he's played Sega, one of your rivals around here, but said, "Sega doesn't come close to Nintendo." One reason for this is because Nintendo gets all the arcade hits. The phrase, "Now You Are Playing With Power," is very true to him.

Some of his tips and secrets are:
Metroid—Collect as much energy as possible. Ridley's fireballs will freeze on the spot with the Ice Beam. Fight Kraid very close using bombs and missiles.
Top Gun—Fly high to avoid missiles on Level Two. You've got to know how to land.
Kid Icarus—Enter each fortress with full capacity. Free as many soliders as possible for help later.





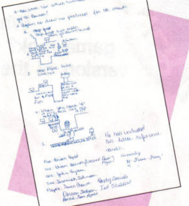
Mega Man—Use other men's weapons to defeat each other.
Rygar—Have a lot of health.
The Legend of Zelda—Have medicine and purchase a NES Advantage.
Mario Bros.—Get plenty of men.

Brian Mosely

We elected Brian Brewer for our Power Player because we've had our NES's for almost one year! Brian has had his only three months. We elected him because he was the first to pass Ganon twice. Also, he passed Mother Brain, and Bowser on SMB on 8-4! He has a Commodore 128 and gets his playing skills from there. He's also been elected Vice-President of our club! He likes to play baseball (pitcher), basketball (forward), football (quarterback), and soccer (goalie). His favorite games are Mike Tyson's Punch-Out!!, Metroid, Zelda, and Kid Icarus. He likes drawing and is actually pretty good at it. When we asked for tips he gave us these:

Q: How do you knock down Mike Tyson even once?
A: Well, Mike likes to get in close and let you have it. Dodge right then left. Then if you dodge them both, show him what a one-two punch can do. Then Mike's mad! Just dodge the best you can and smack him with a Star Punch, and down he goes!
Q: On Metroid how do you deal with a low energy crisis?
A: Well, I try to keep a low profile with monsters or aliens or whatever. I love my NES Advantage because I just explode with Rays everywhere!

N-Game Gang
Hobbs, NM



Eric Mast...Nintendo Power Player
NAME: Eric Mast
AGE: 14
FAVORITE GAMES: Metroid, Kid Icarus, and Wizards and Warriors.
HOBBIES: Trampoline jumping, and solving his and his friends' Nintendo games.
PETS: One and a half cats, Suki and Muffin. (Muffin is half mad)
SIBLINGS: One brother, Evan, and one sister, Emily.
OTHER INTERESTS: To become a dentist and to become a Nintendo Game Counselor.
GOAL: To solve every existing Nintendo game.
WHY HE IS A POWER PLAYER: Good reflexes, good eye-hand coordination, solves games quickly, never forgets a map, keeps calm in tight situations, and doesn't sweat on the controller.
BEST TIPS: Kid Icarus—When fighting Medusa there is a way to defeat her without losing any life. As soon as Pit enters the screen with Medusa, move him to the far end of the screen, lined up with Medusa's iris. Medusa will fire her beams downward at an angle. Time Pit's firepower so the serpent is destroyed. Soon Medusa will be history!
Metroid—To defeat Kraid, the enemy Mini-Boss of Hideout I, refill all of Samus' energy in the room before, by shooting the Geegas that fly up out of the water below. Then enter Kraid's lair and jump directly in front of him and fire missiles until he explodes!



Metroid—When you enter Ridley's room shoot his fireballs with your freeze ray. Then jump past them and stand against the ledge facing Ridley. From here his fireballs should fly over Samus's head. Every time Ridley jumps down fire a missile into his legs. This way you defeat the Mini Boss for Hideout II and no energy is lost in the process!

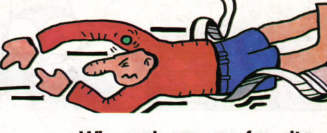
Eric Mast
N. Ridgeville, OH



Calling all Power Players

Would you like to see your name up in lights? Send us a letter recounting your own video achievements (or a friend's).
We'll profile several Power Players in each issue.





Where does your favorite game rank? Here is the combined version of the player's poll TOP 30!

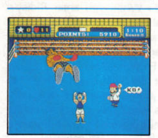
TOP·30





THE LEGEND OF ZELDA

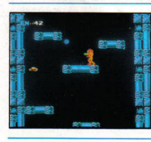
"The Legend of Zelda" prides itself at topping all other games. Were you able to go all the way? Its sequel "Adventure of Link" is coming up soon!





MIKE TYSON'S PUNCH-OUT!!

This was ranked second place on a narrow decision. When Iron Mike gets this result he will be mad! "I am world champ!" "I am NO. 1." Is the road to a video championship a long one?





METROID

METROID has stubbornly held onto its popularity. Have you been able to reveal Samus' identity?






SUPER MARIO BROS.

SUPER MARIO is in good shape at fourth place. Keep it up!




KID ICARUS

After a short drop, Pit's arrow is shooting upwards again.




R.C.PRO-AM

It's been a while since Nintendo had its last car racing game. The feeling of handling radio controls is sure to keep you entertained.




ICE HOCKEY

You usually have only been able to enjoy this sport in the winter. Now you can experience the thrills all year round!




RAD RACER

"RAD RACER", with its powerful 3-D racing scenes, keeps up its popularity.




TOP GUN

Players tend to get really caught up in this dogfight game. This one is based on the movie of the same title.




DOUBLE DRIBBLE

Shooting scenes that are more exciting and fun than the NBA will keep you entertained and the game itself in the top 10.

Rank	Points	Title
11	31 POINTS	PRO WRESTLING
12	26 POINTS	CASTLEVANIA
13	20 POINTS	GOONIES II
14	20 POINTS	KUNG FU
15	17 POINTS	WIZARDS & WARRIORS
16	15 POINTS	RUSH' N ATTACK
17	15 POINTS	MEGA MAN
18	14 POINTS	EXCITEBIKE
19	13 POINTS	IKARI WARRIORS
20	12 POINTS	SPY HUNTER
21	11 POINTS	BASEBALL
22	11 POINTS	CONTRA
23	10 POINTS	GHOSTS' N GOBLINS
24	9 POINTS	SIDE POCKET
25	8 POINTS	MARIO BROS.
26	8 POINTS	RENEGADE
27	7 POINTS	SECTION Z
28	7 POINTS	GRADIUS
29	6 POINTS	RING KING
30	6 POINTS	RYGAR



The combined rankings are based on the TOP 30 from each department. Here you can find the top choices of each.

PLAYERS' PICKS



GAME	PTS
Mike Tyson's Punch-Out!!	1577
The Legend of Zelda	1496
Super Mario Bros.	943
Metroid	879
Kid Icarus	587
Rad Racer	308
Double Dribble	215
Pro Wrestling	212
Top Gun	166
Castlevania	122
Kung Fu	89
Renegade	83
Wizards & Warriors	79
Rush 'N Attack	71
Excitebike	67
Ikari Warriors	66
Contra	57
Ring King	50
Spy Hunter	50
Baseball	45
Mega Man	41
Mario Bros.	41
Ice Hockey	39
10-Yard Fight	39
Gradius	35
Karnov	34
Trojan	31
Tiger Heli	29
Ghosts 'N Goblins	28
Kid Niki	27

Has Mike Tyson knocked out Zelda?

Although "Mike Tyson's Punch-Out!!" and "The Legend of Zelda" monopolize most of the polls, Mike Tyson beats Zelda and ranks first.

PROS' PICKS



GAME	PTS
The Legend of Zelda	323
Metroid	314
Mike Tyson's Punch-Out!!	166
R.C. Pro-Am	146
Wizards & Warriors	100
Side Pocket	94
Super Mario Bros.	86
Ice Hockey	70
Mega Man	70
Rygar	68
Goonies II	66
Kid Icarus	62
Zanac	56
Contra	54
Castlevania	42
Gradius	36
Section Z	32
Deadly Towers	30
Rad Racer	26
Ghosts 'N Goblins	24
Double Dribble	20
Rush 'N Attack	18
Ring King	18
Raid on Bungeling Bay	18
Pro Wrestling	16
Mario Bros.	16
Top Gun	16
Athena	14
Solomon's Key	14
Arkanoid	14

Watch out for fifth-ranked "Wizards & Warriors."

Is it the pros' need for variety that ranks not-so-popular "Wizards & Warriors" fifth while putting popular "Top Gun" at 27?

DEALERS' PICKS

GAME	PTS
R.C. Pro-Am	545
Ice Hockey	443
The Legend of Zelda	325
Mike Tyson's Punch-Out!!	244
Top Gun	210
Metroid	195
Rad Racer	152
Kid Icarus	145
Goonies II	140
Kung Fu	111
Super Mario Bros.	104
Castlevania	101
Double Dribble	91
Pro Wrestling	87
Spy Hunter	76
Baseball	74
Excitebike	73
Ikari Warriors	69
Rush 'N Attack	69
Golf	56
Ghosts 'N Goblins	55
Section Z	47
Stinger	46
Mario Bros.	46
Gotcha!	45
Mega Man	44
Slalom	42
Spelunker	41
Duck Hunt	40
Popeye	39

Dealers surely wouldn't want to see only one hit!

This list differs from the others in that it ranks "R.C. Pro-Am" first and "Ice Hockey" second.



Coming up next in the September/ October issue of Nintendo Power

Simon's Quest

14 pages of in-depth playing tips on the horrifying sequel to Castlevania.

Bayou Billy

Get the low down on this great new game from Konami.

Bionic Commando

Get all the inside action and a super poster on this hot release.

Plus, don't miss our regular features like: Pak Watch, where we dig deep to get you the latest word on upcoming titles; Classified Information, top secret tips that you won't find anywhere else; and Counselors' Corner, where we solve your most complex gaming problems.

Don't Miss It!

Dear Player,

We hope you enjoyed reading the first issue of **Nintendo Power** as much as we enjoyed making it. We spent many hours doing research (playing games) in order to bring you the most complete reviews, the best tricks, and the raddest reading ever! I even jetted to Japan for a week to work with our **Nintendo Power** staff over there. You try to explain Wheel of Fortune to someone who doesn't speak English! It was great to make new friends and to meet some pretty hot game players too! Maybe we'll even profile a few of them in a future issue.

Nintendo Power will come out every other month, and we want to provide you the very best in video journalism (We've discontinued the **Fun Club News**, so that we can devote all our energy to making **Nintendo Power** the best magazine you could ever subscribe to). What could be more fun? So, if you have an opinion about something, or a hot tip you want to share, we'd like to hear about it.

See you in September,

Howard W Phillips III

P.S. I'm working real hard on Zelda II. Look for it. It's going to be great!



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